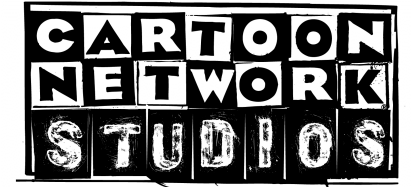




“You Made Me!”  
1008-99  
Network Pitch Board



Date 01/17/12



Board Team Final



Network Approval Board 01/17/12



Record Board



Animatic Scan Board



Conformed Board



Design Board



Final Board

Adventure Time Created by  
Pendleton Ward

Creative Director  
Nate Cash

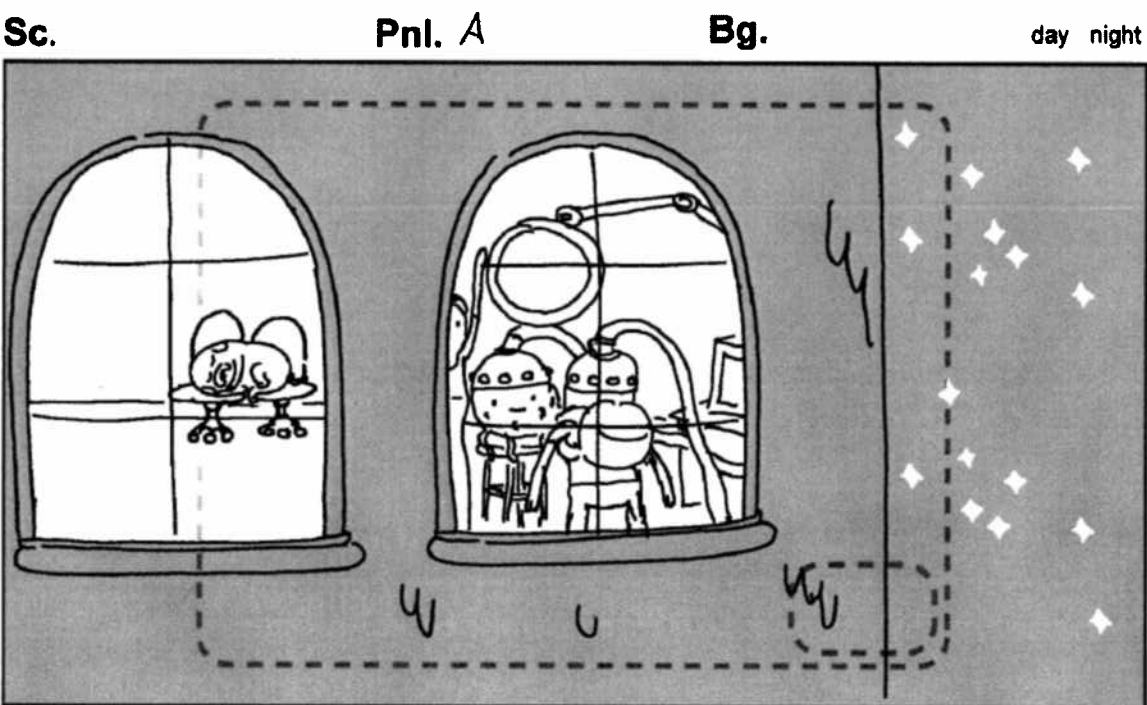
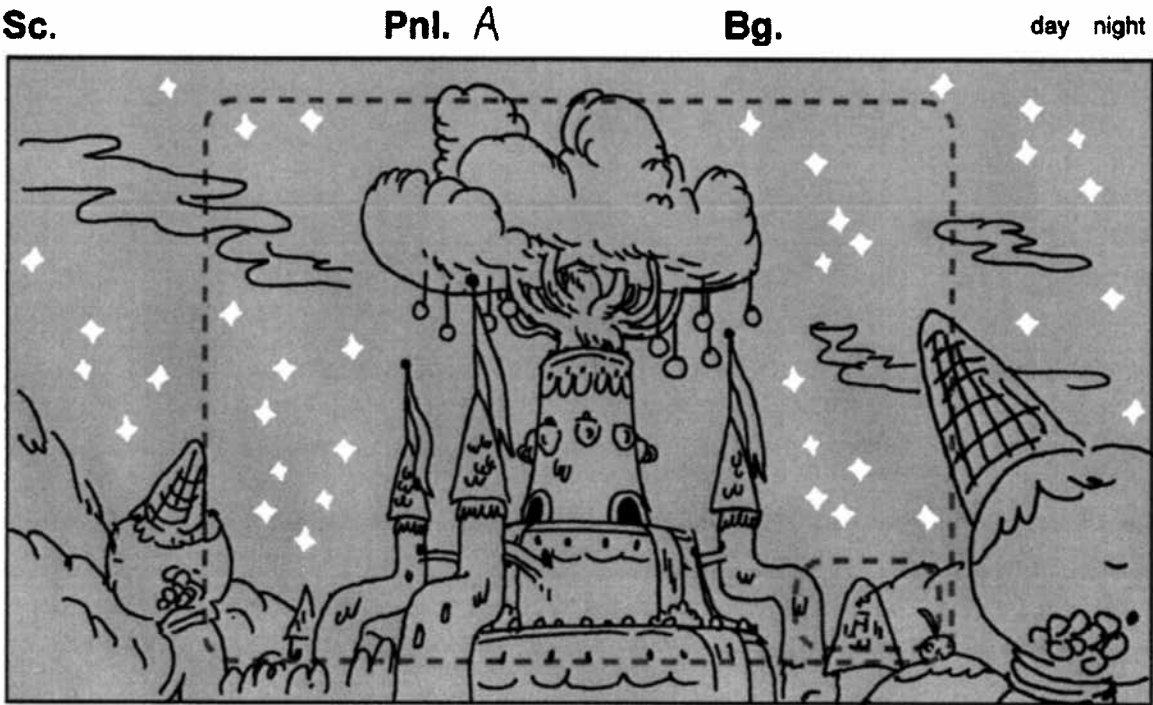
Storyboard by  
Jesse Moynihan & Tom Herpich

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# ADVENTURE TIME



Page 1



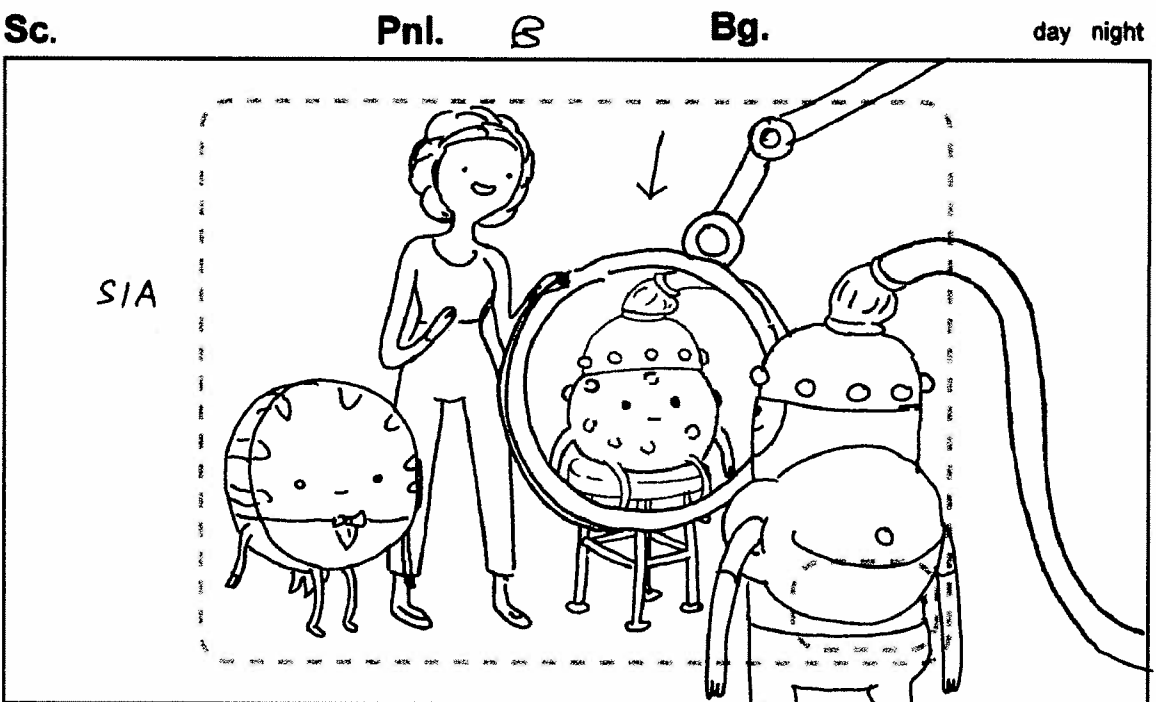
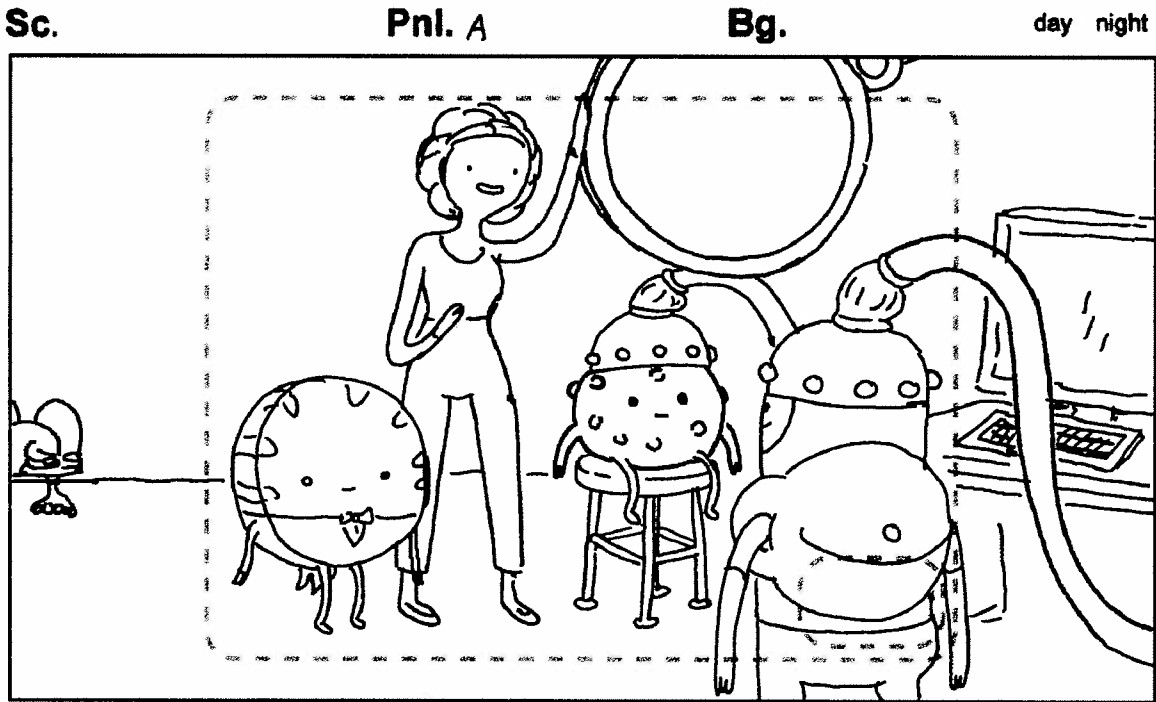
Dialog:	(PB) / OK , NOW WATCH CAREFULLY, FINN.
Action:	PB'S LAB WINDOW, LAUGHING and TALKING
Timing:	

EPISODE# 100899

Production :

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ADVENTURE TIME



Dialog:	(PB) / I'M GOING TO LOWER THE SCREEN -	(PB) / AND TELL ME WHAT YOU SEE.
Action:		
Timing:		

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# ADVENTURE TIME



Sc.	Pnl. A	Bg.	day	night	Sc.	Pnl. A	Bg.	day	night

Dialog:	<p>Ⓕ/ WOAH, CRUNCHY. YOU LOOK LIKE A RAINBOW.</p>	<p>Ⓕ/ IT'S BEAUTIFUL. CAN YOU GUYS SEE THAT?</p>
Action:		
Timing:	<p>CRUNCHY SCRATCHES HIMSELF, BORED.</p> <p>Ⓐ SCRATCH CYCLE Ⓑ</p>	

EPISODE# 100899

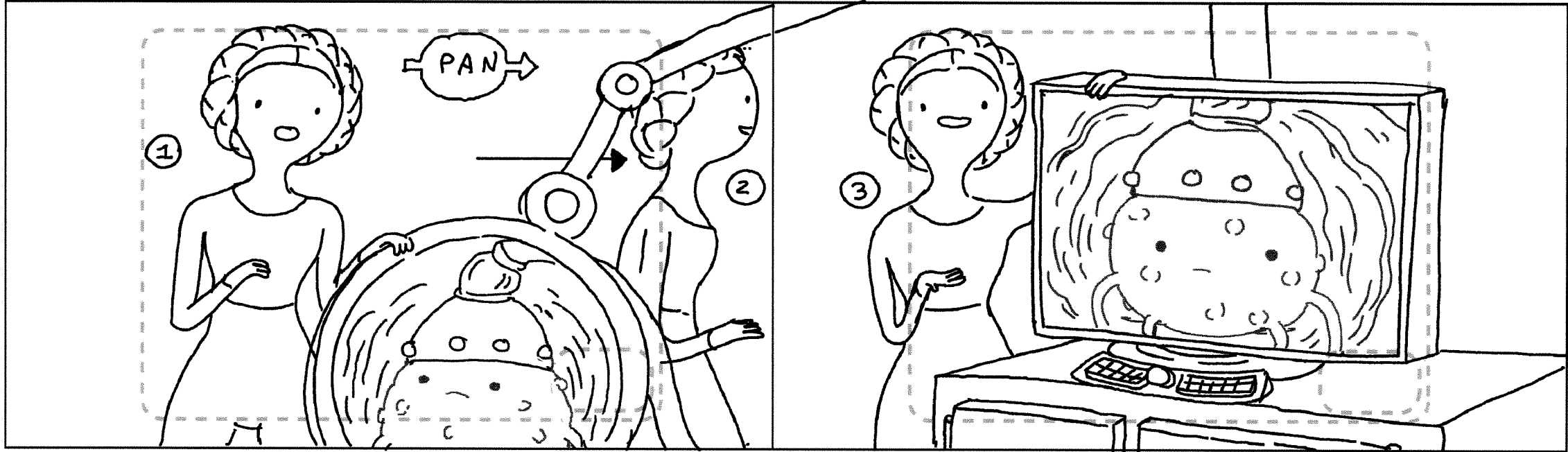
Production :



ADVENTURE TIME



Sc. Pnl. A Bg. day night



Dialog:	<p>(PB) NO. ONLY YOU CAN SEE IT BECAUSE YOU'RE HOOKED UP TO THE AURA VISUALIZER,</p> <p>(CONT.) BUT ACTUALLY I'M LYING, WE CAN SEE EVERYTHING YOU SEE ON THIS SCREEN.</p>
Action:	
Timing:	

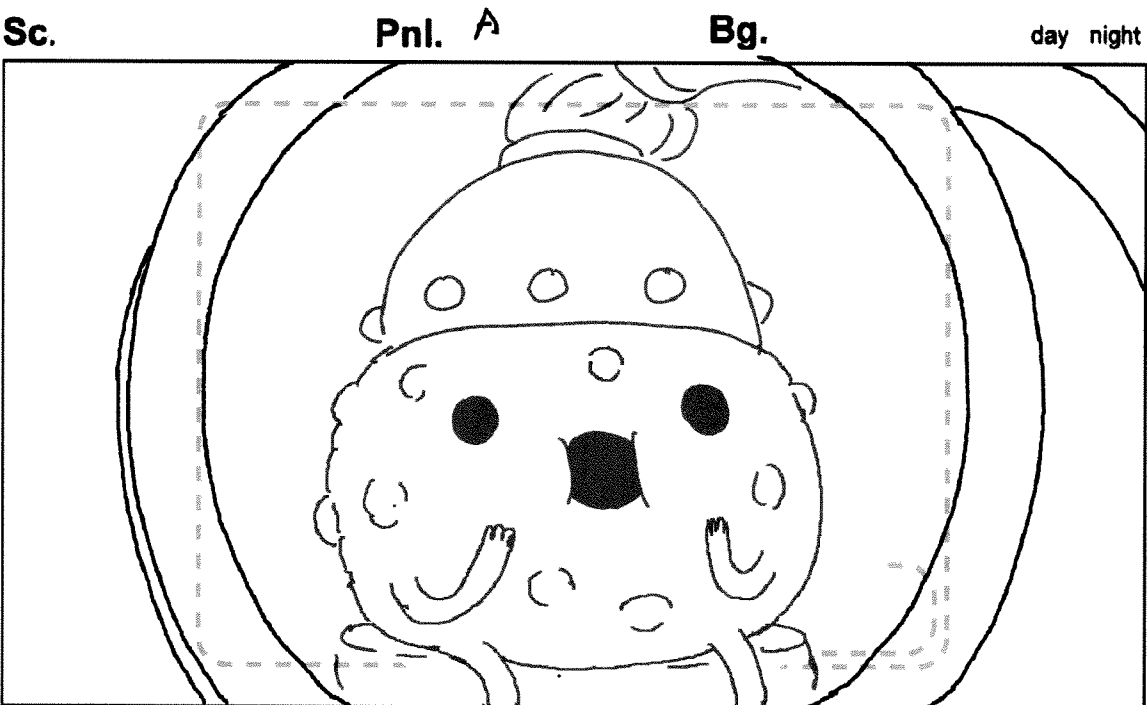
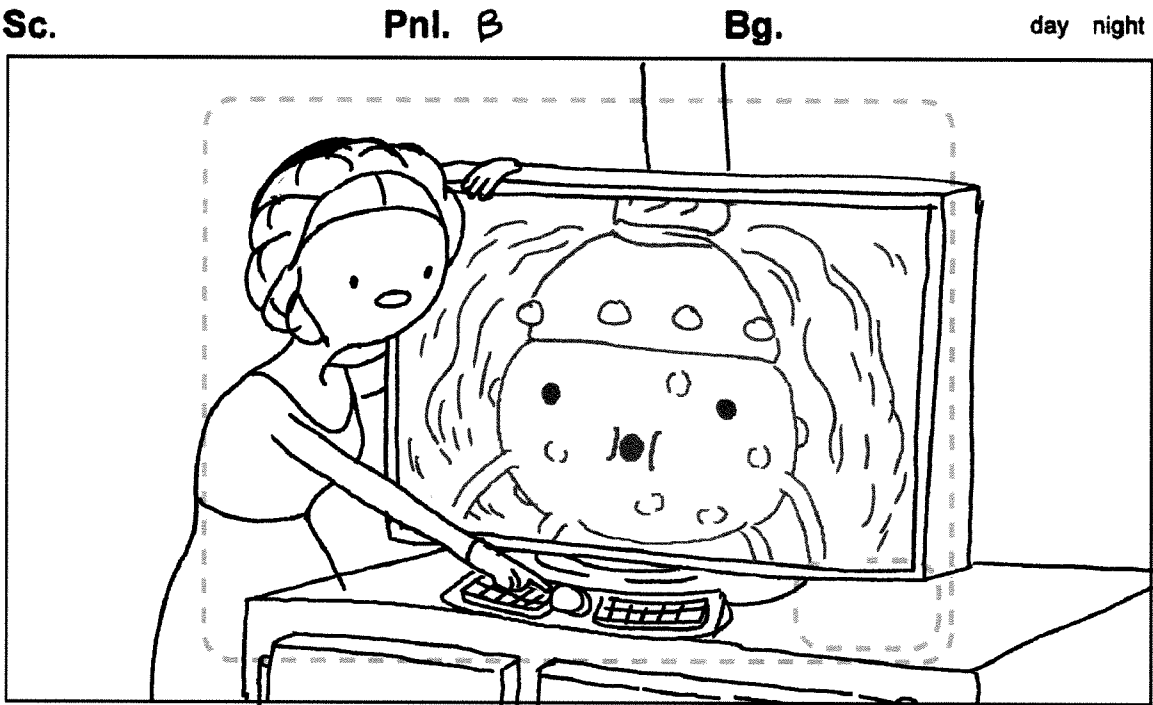
EPISODE# 100899  
Production :

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# ADVENTURE TIME



Page 5



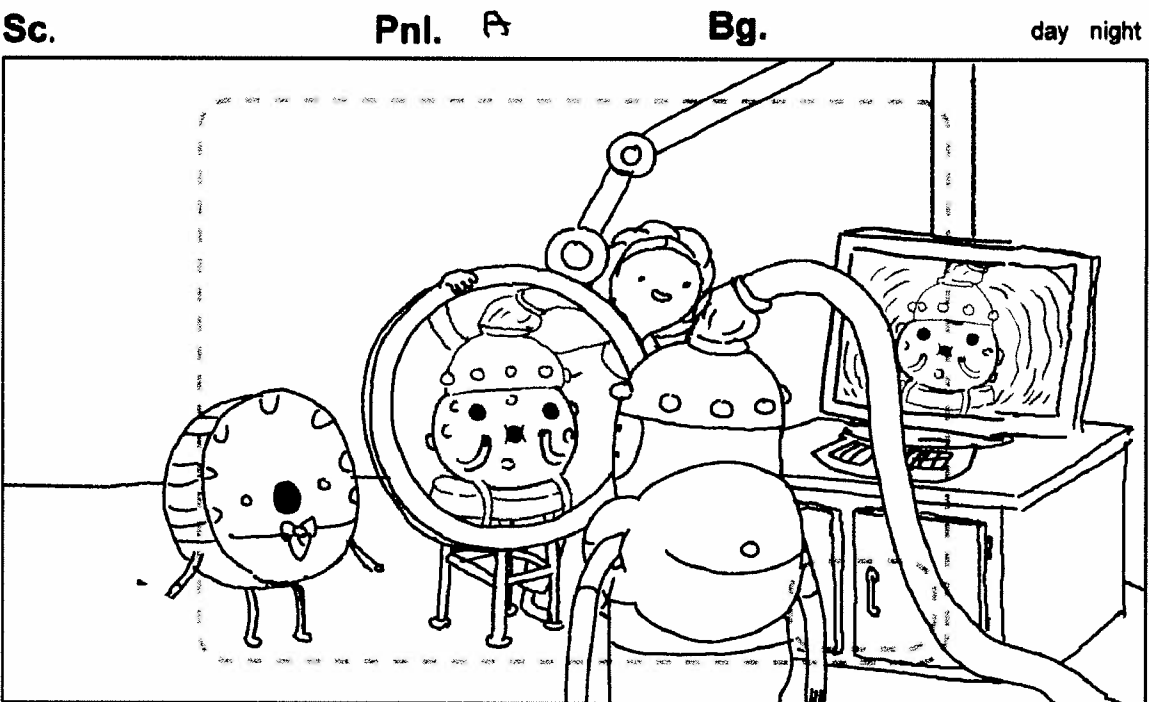
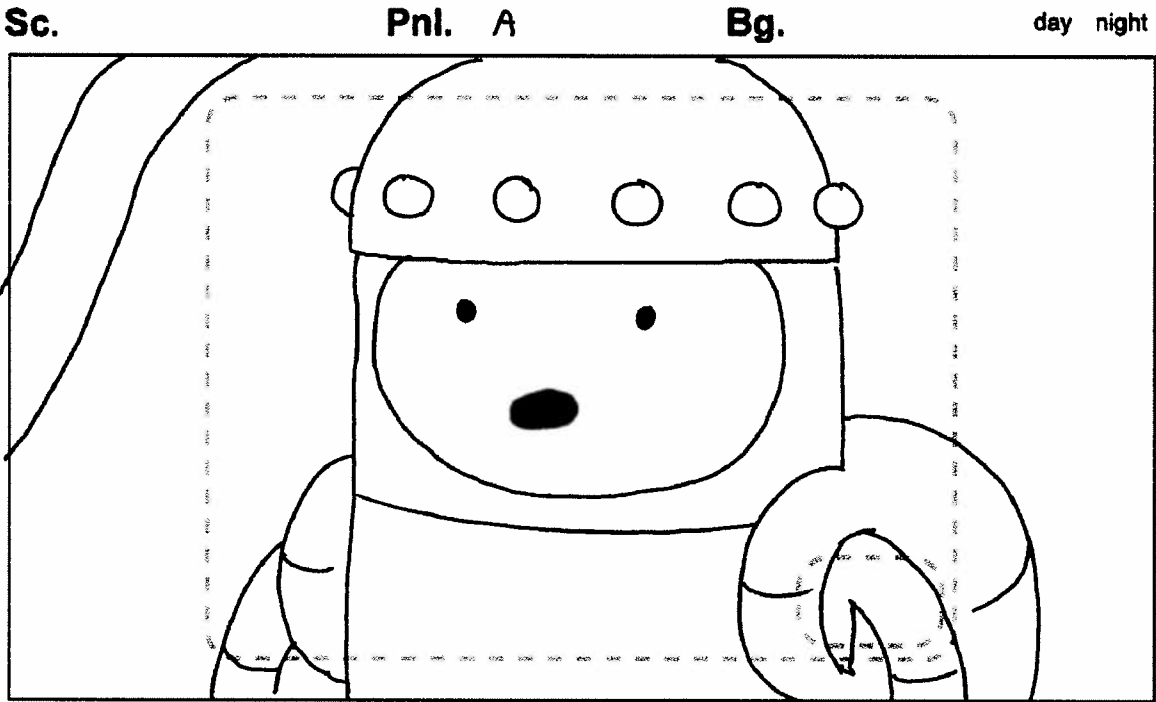
Dialog:	<p>(PB) / NOW I'M GONNA SEND THAT IMAGE INTO CRUNCHY WHILE YOU TWO MAINTAIN EYE CONTACT, OKAY?</p> <p>CRUNCHY / oohh! who am I?! oohh!!</p>
Action:	
Timing:	

EPISODE # 100899

Production :

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# ADVENTURE TIME



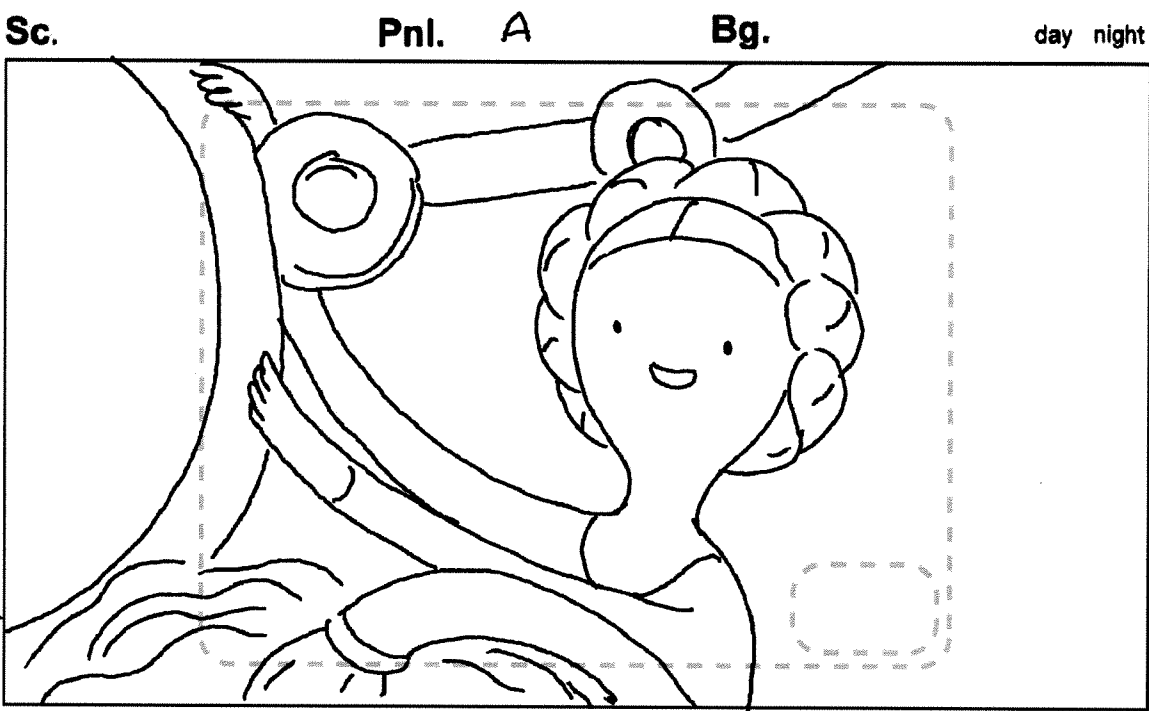
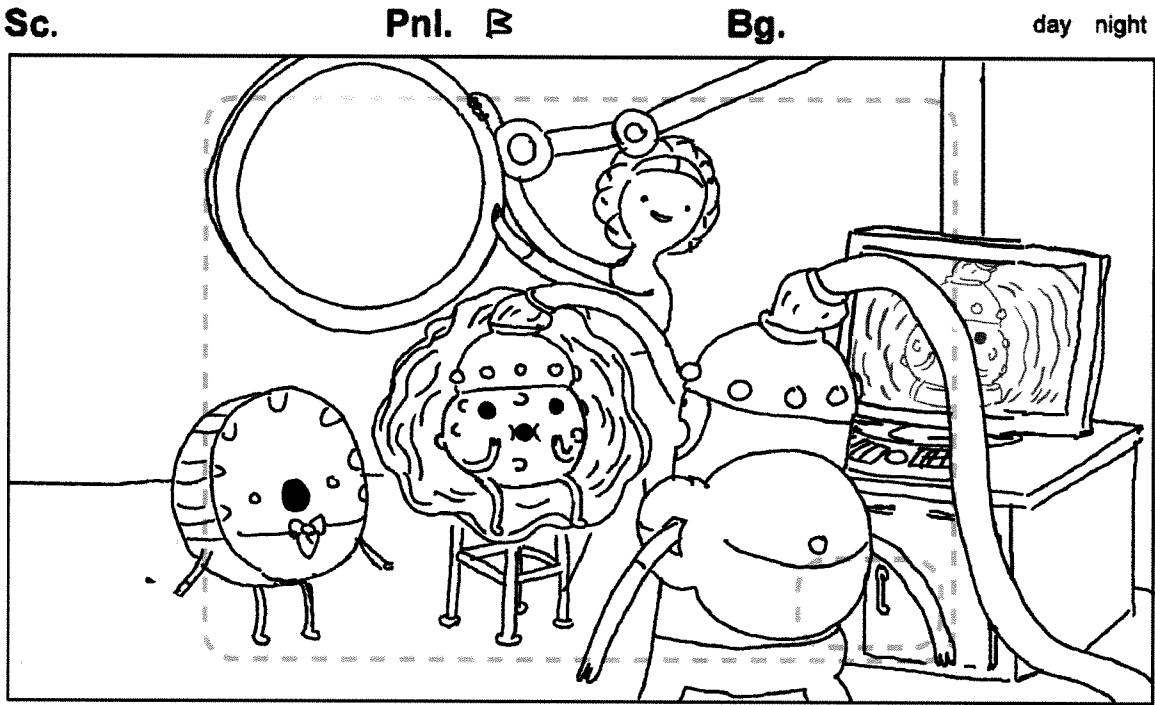
Dialog:	(F) / THE AURA IS GONE.	(PB) / EXCEPT...
Action:		
Timing:		

EPISODE # 100899

Production :

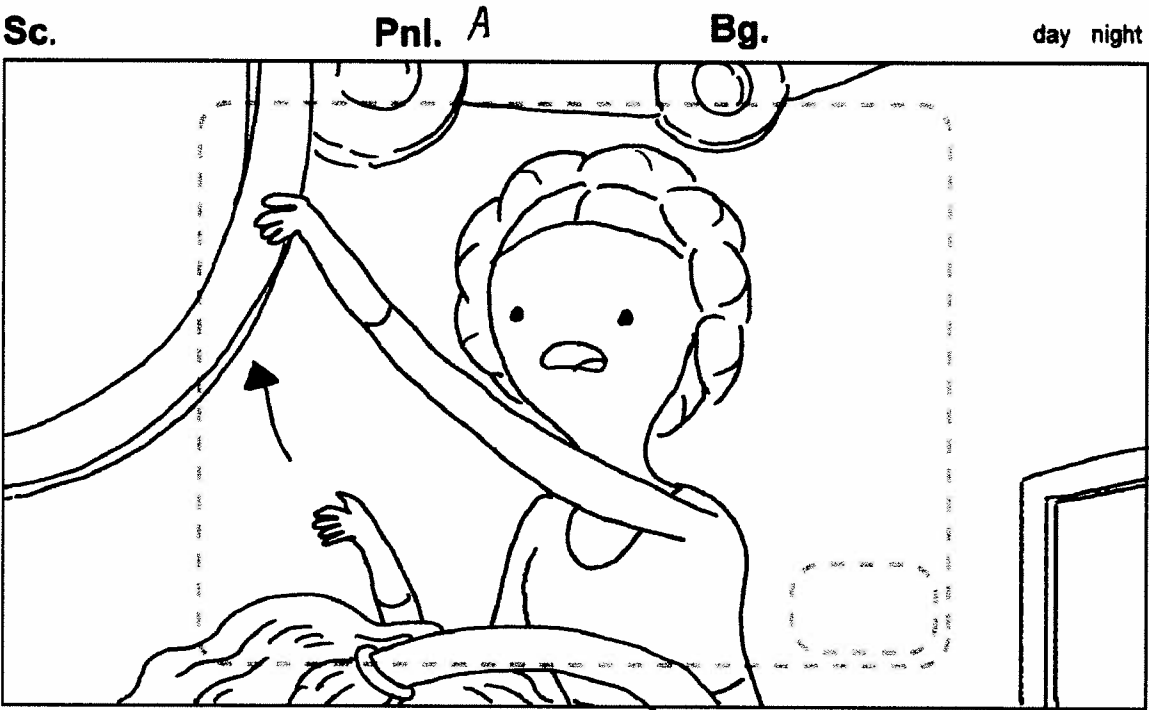
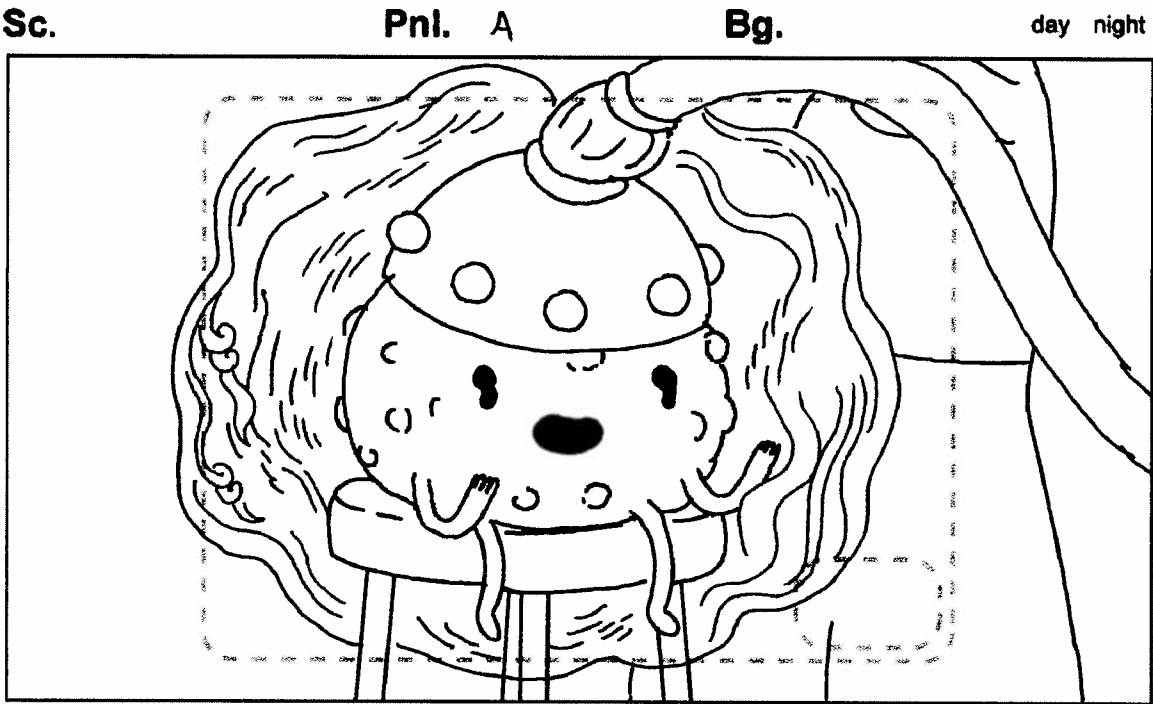
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ADVENTURE TIME



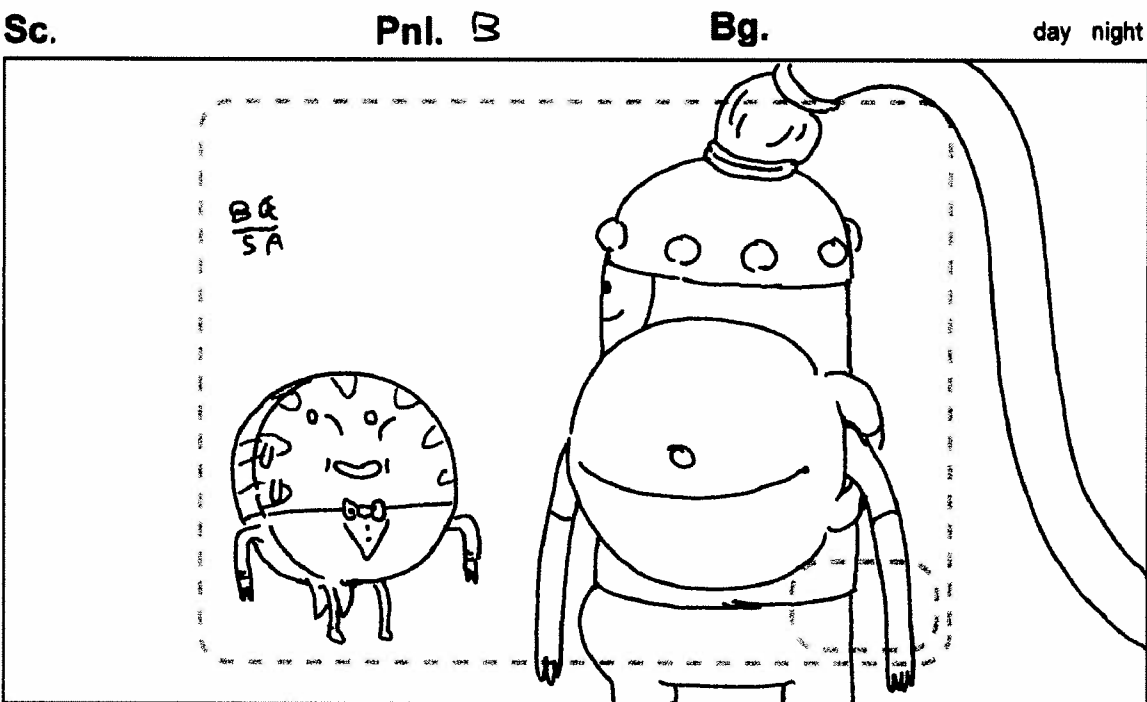
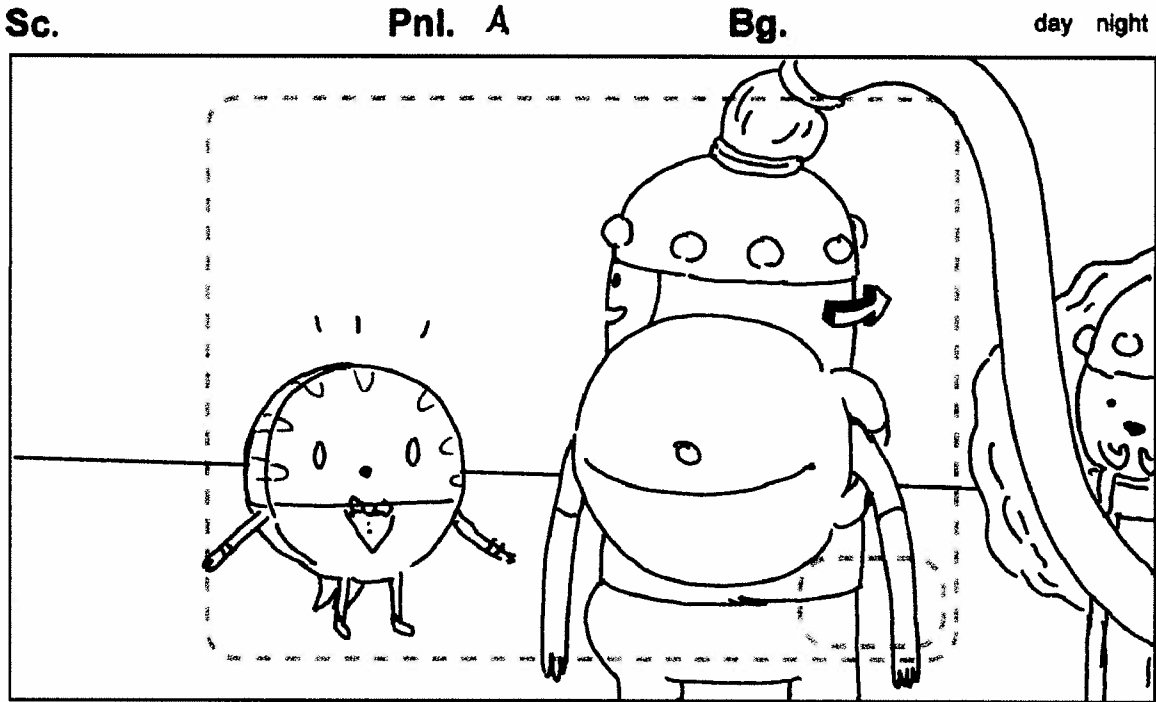
Dialog:	(F) / BA DAANGG!!	(PB) / CRUNCHY'S TRUE ESSENCE MANIFESTED IN THE MATERIAL PLANE!
Action:	LIFTS SCREEN, AND CRUNCHY IS GLOWING	
Timing:		

ADVENTURE TIME



Dialog:	<p>(CRUNCHY) / AM I GONNA GLOW FOREVER?</p> <p>(PB) / IT SHOULD ONLY TAKE A MINUTE FOR OUR COLLECTIVE REALITY TO SCAB OVER.</p>
Action:	
Timing:	

ADVENTURE TIME



Dialog:

(F) I WANNA SEE PEPPERMINT BUTLER'S AURA !

(PB) HEHHEH NAH THAT'S OK, UH. YOU DON'T WANT TO SEE THAT.

Action:

Timing:

EPISODE# 100899

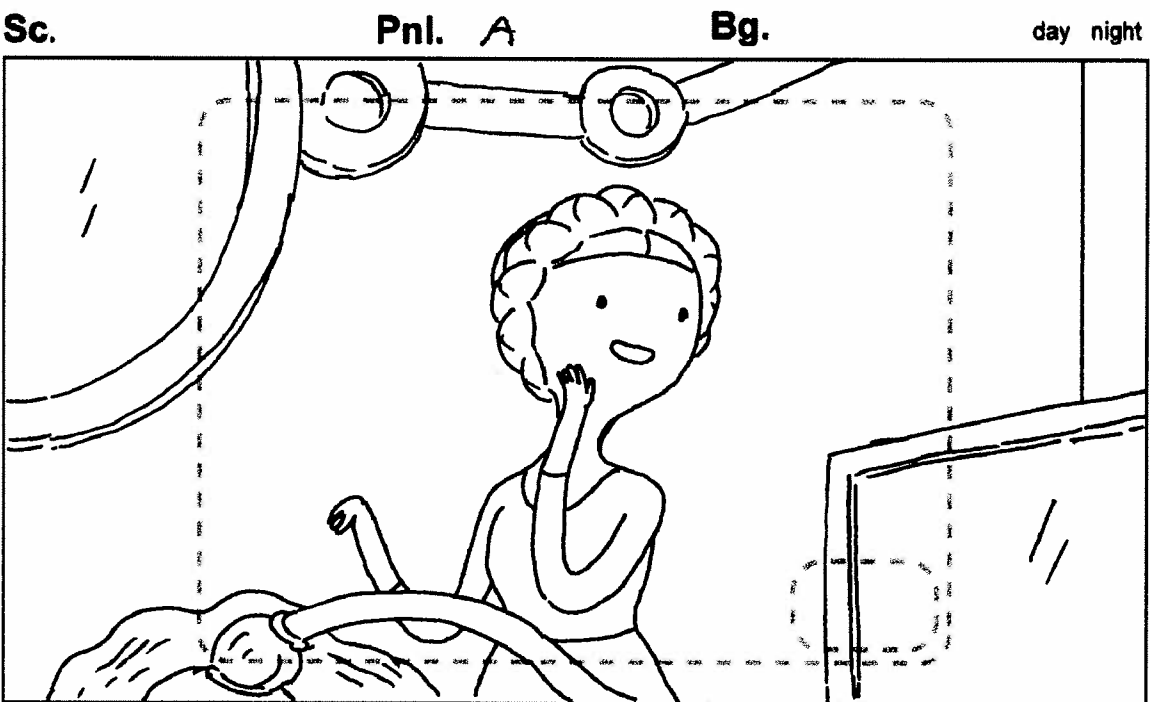
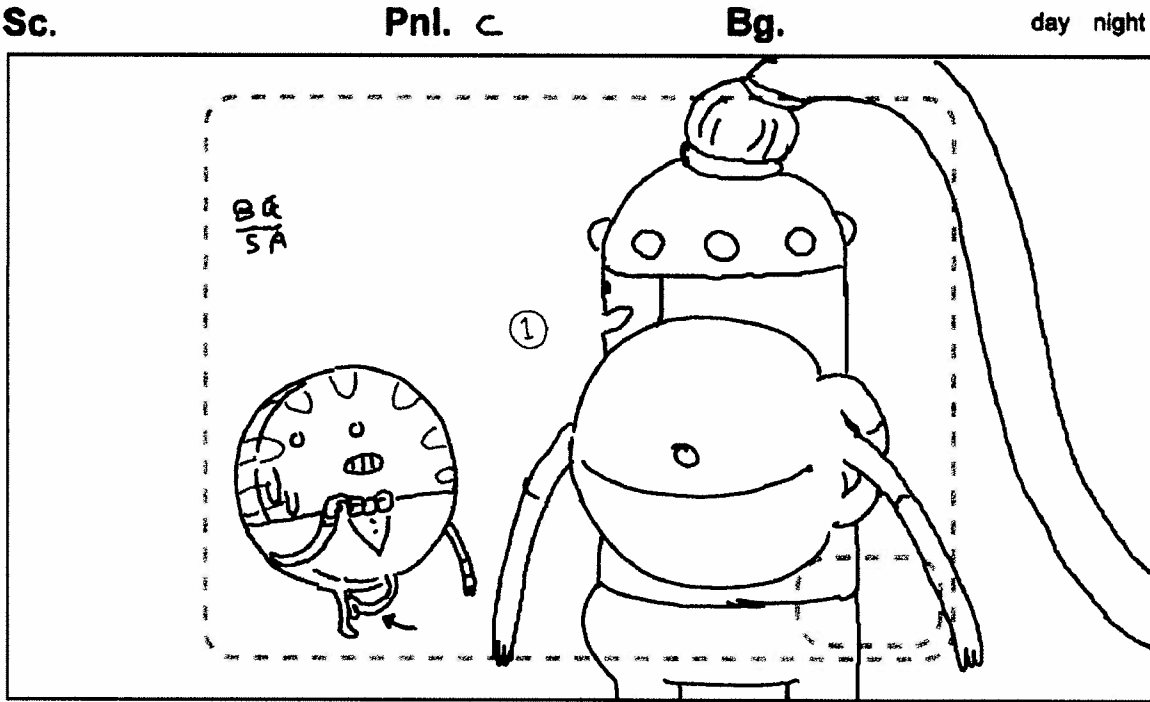
Production :

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# ADVENTURE TIME



Page 10



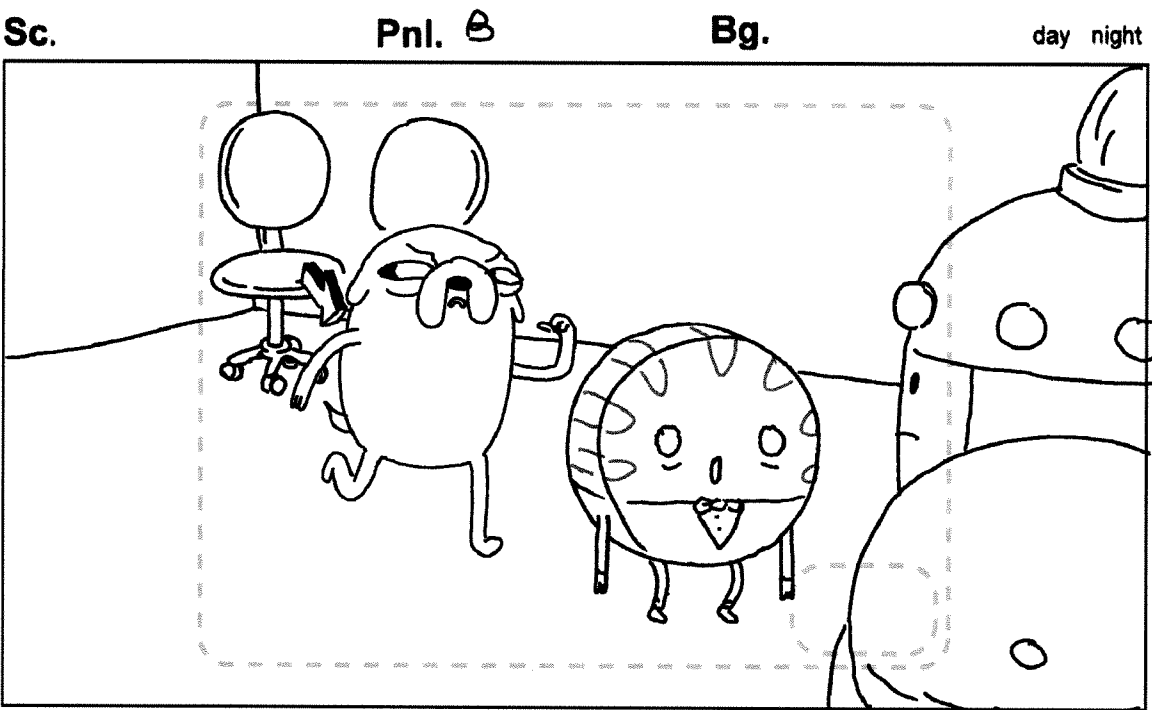
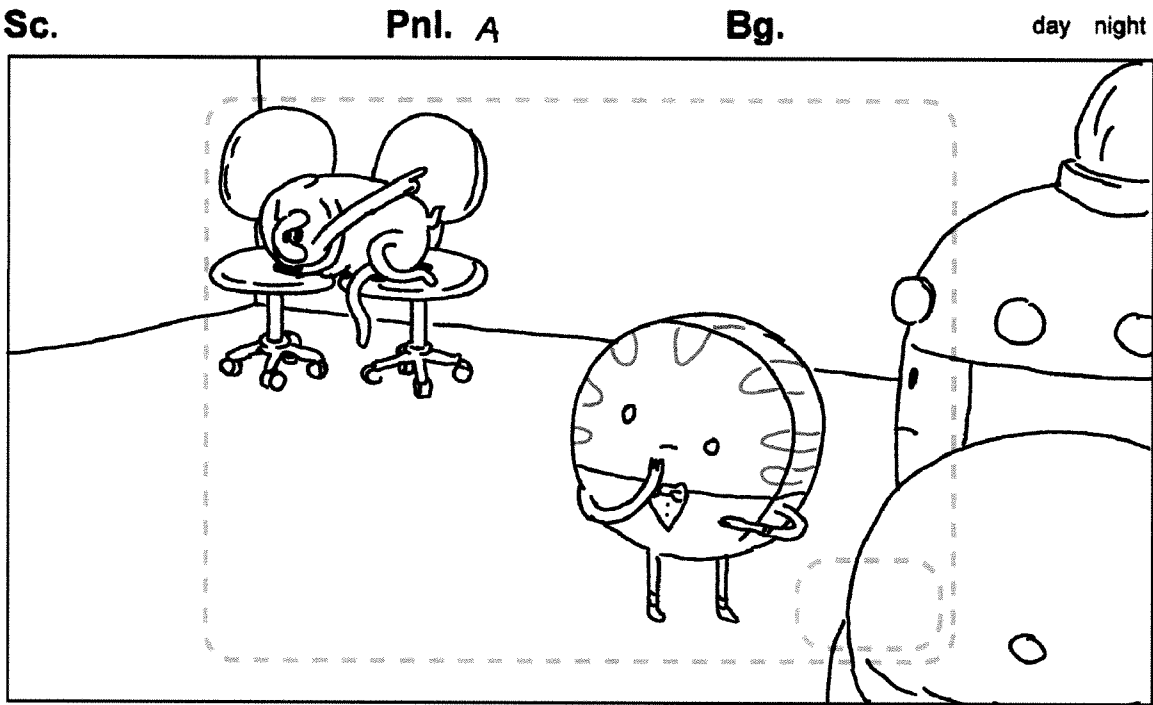
Dialog:	<p>FINN / ① YEAH WE DO, ② RIGHT PRINCESS!?</p>	<p>PRINCESS BUBBLEGUM / Sure Finn, just let me recalibrate the device</p>
Action:		
Timing:		

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ADVENTURE TIME



Dialog:	JAKE / NO !	⑤ / BUNK THAT, I'M TIRED. COME ON, FINN
Action:		
Timing:		

EPISODE # 100899

Production :

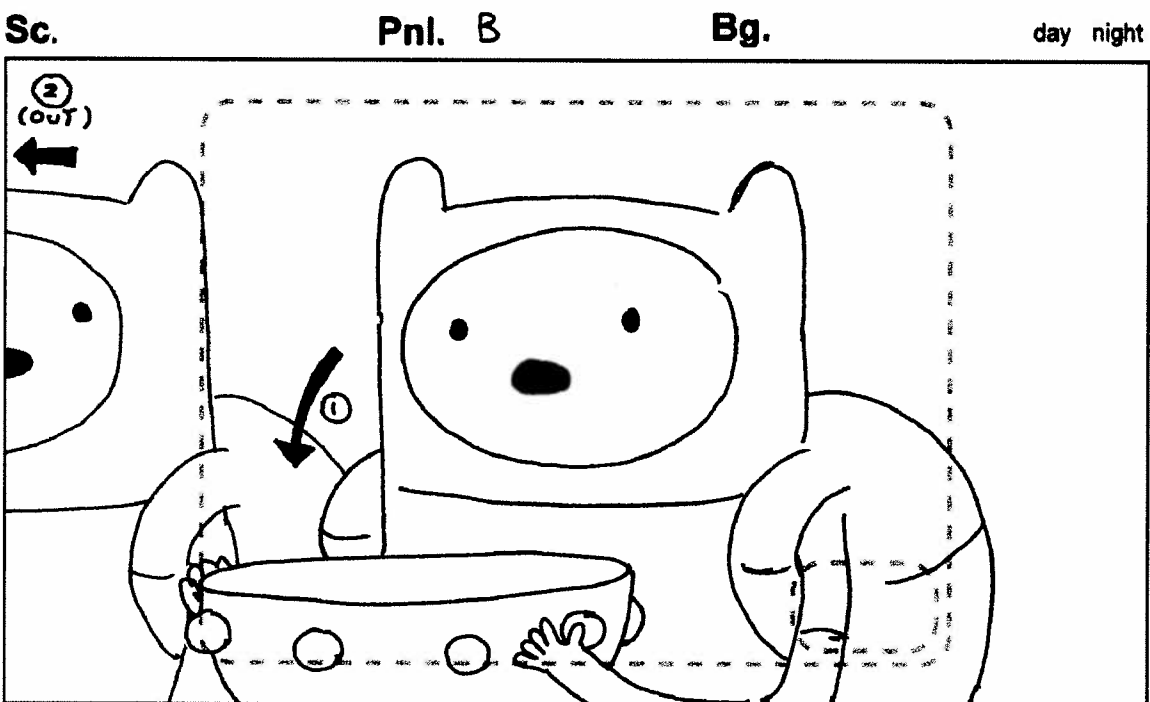
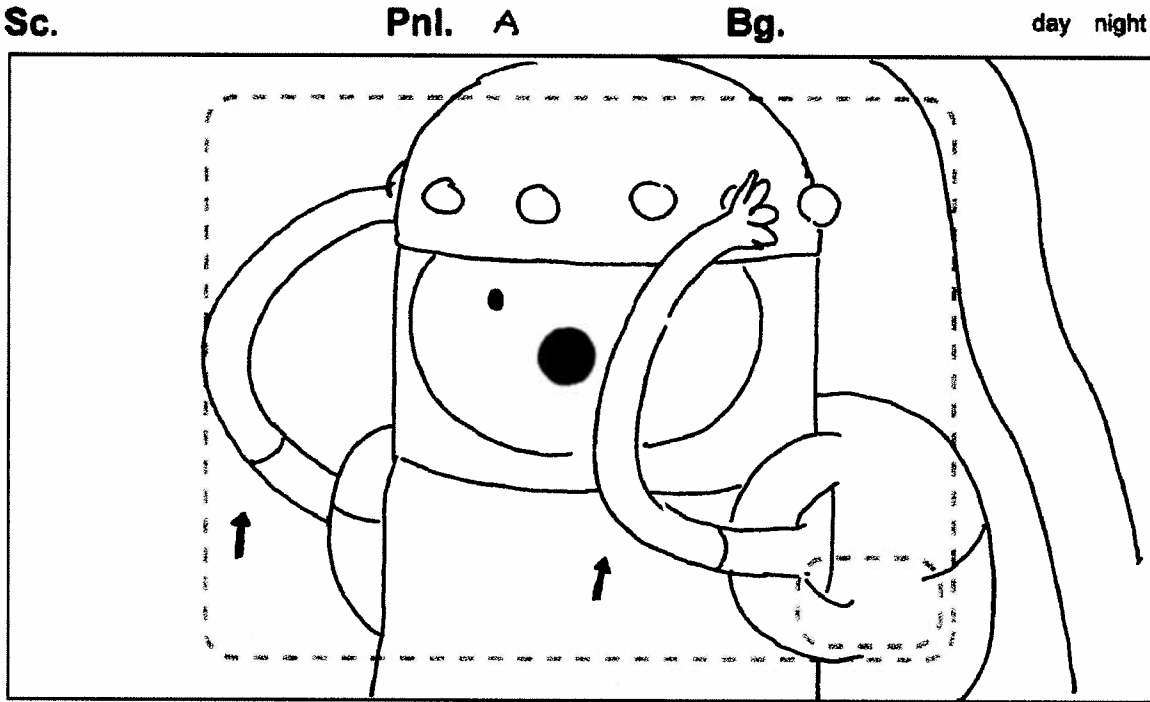


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# ADVENTURE TIME



Page 12 A



Dialog:

Ⓕ / OH, YEAH,

Ⓕ - ① YEAH ME AND JAKE  
WE GOTTA PEACE OUT  
②

Action:

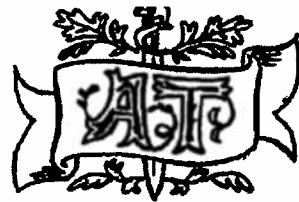
Timing:

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# ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. A Bg. day night

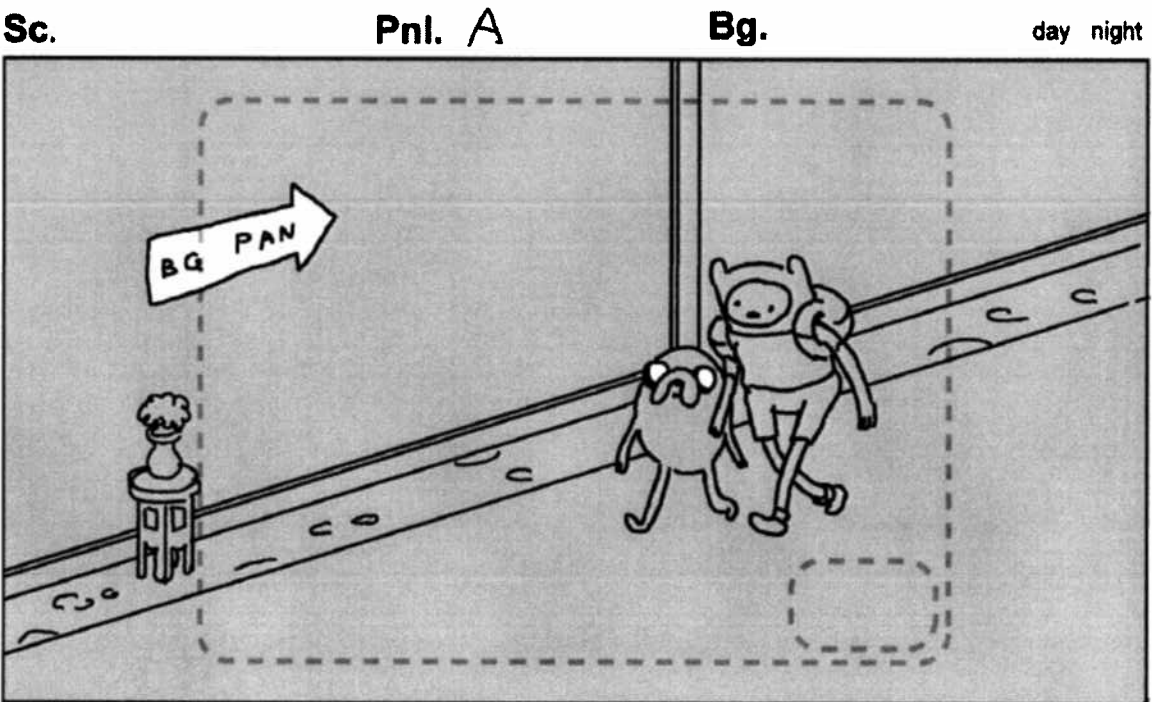
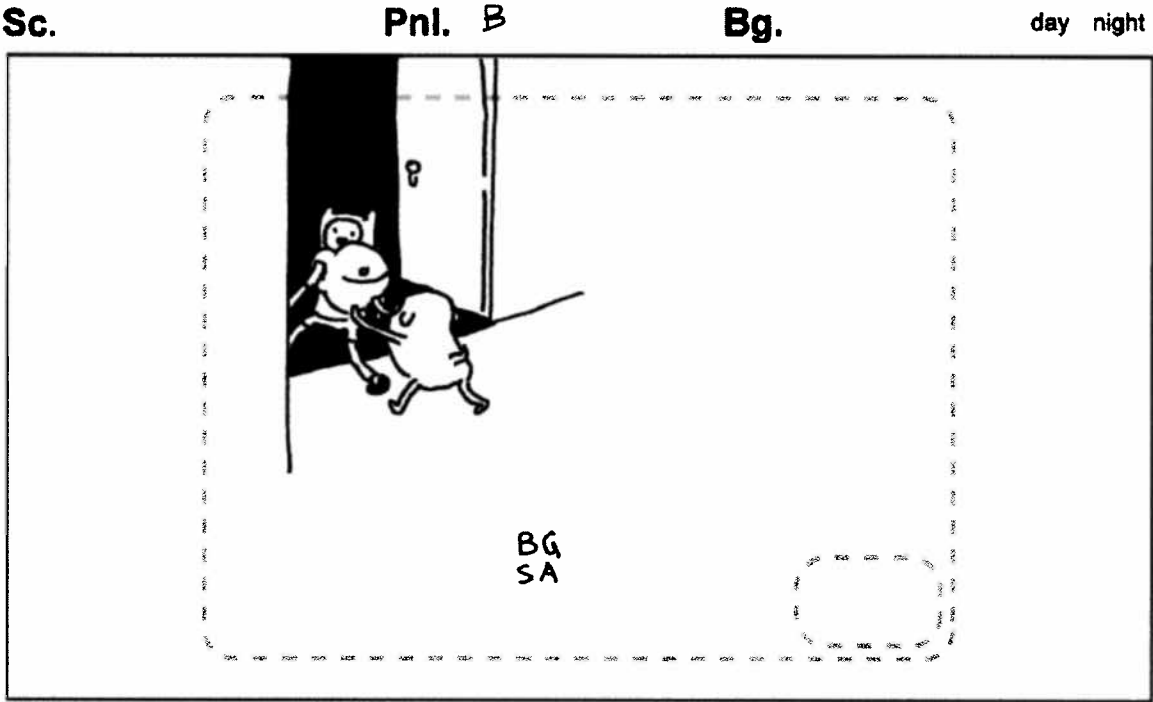
Dialog:
Action:
Timing:

EPISODE# 100899

Production :

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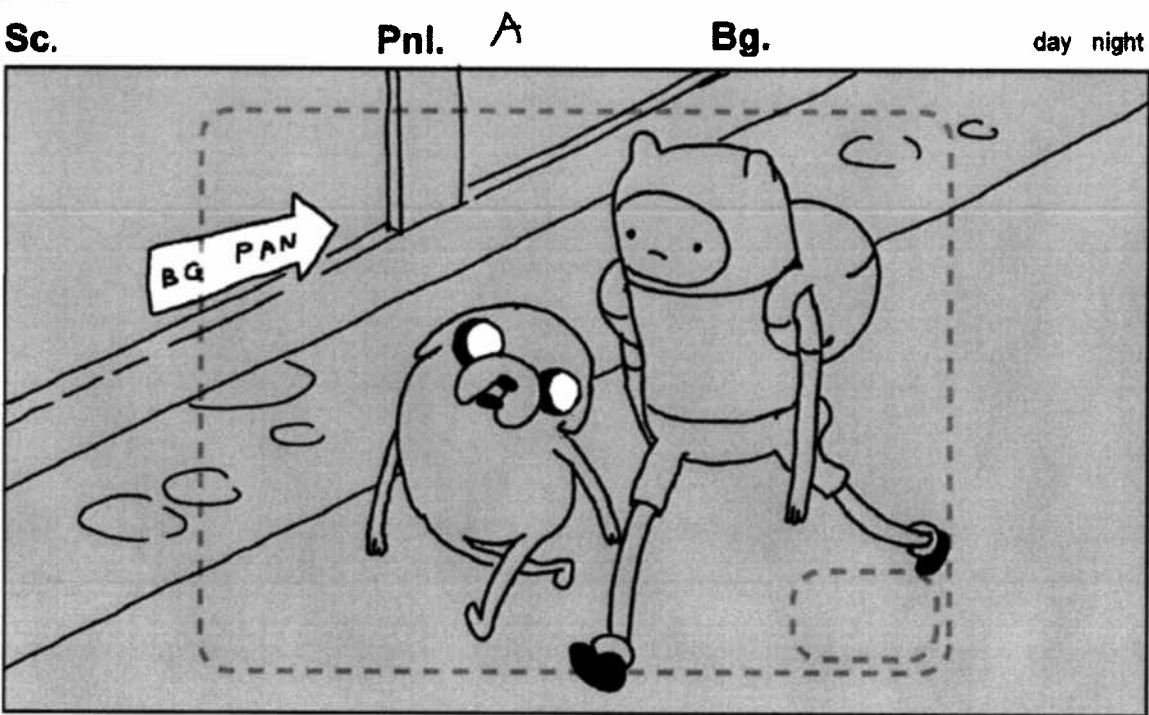
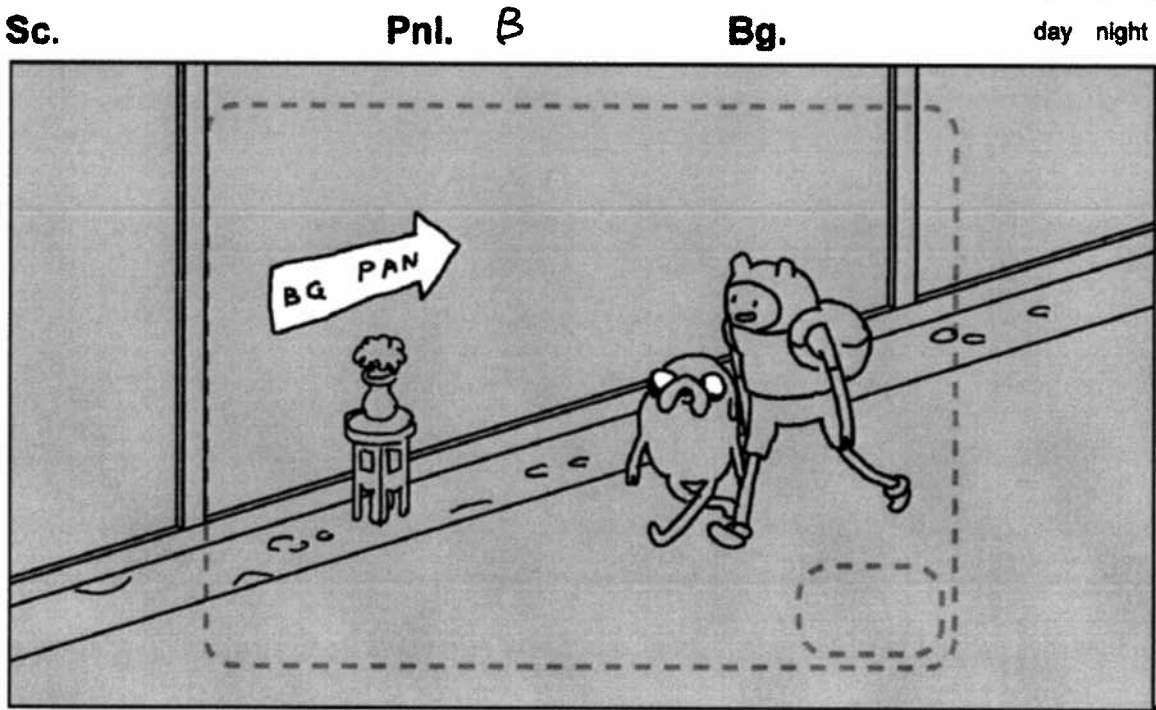
ADVENTURE TIME



Dialog:	
F+J/ GOODNIGHT!	ⓕ / ÷ SIGH ÷
Action:	
Timing:	

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# ADVENTURE TIME



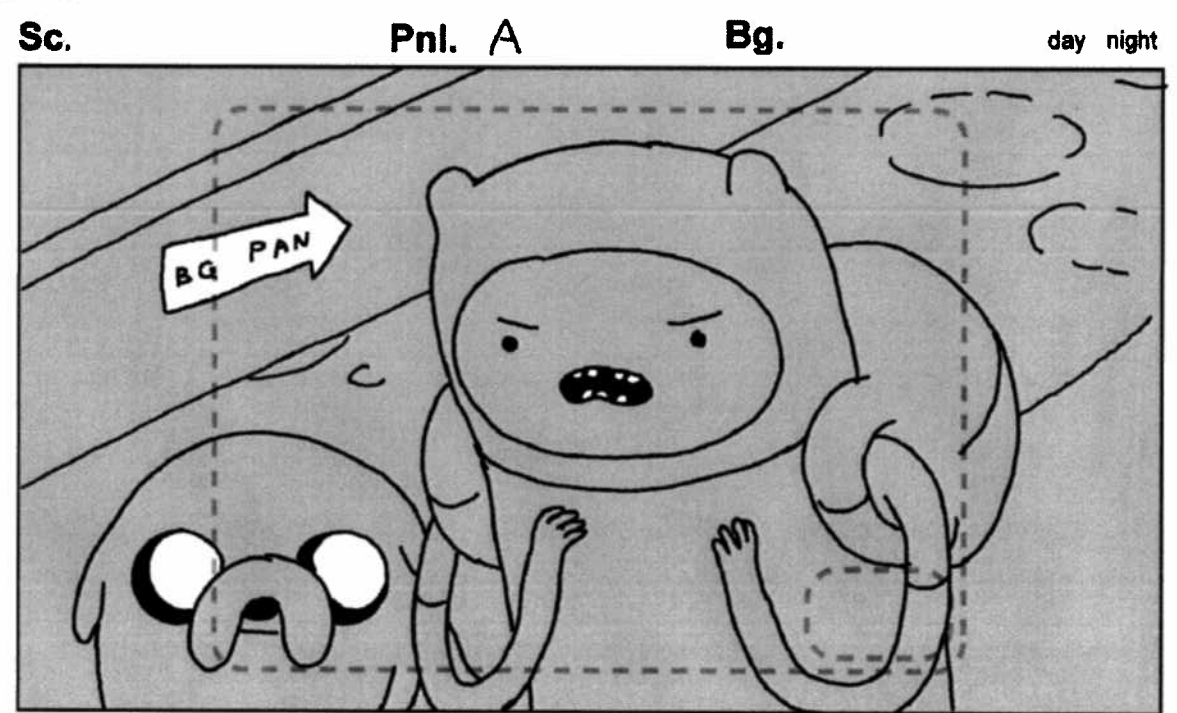
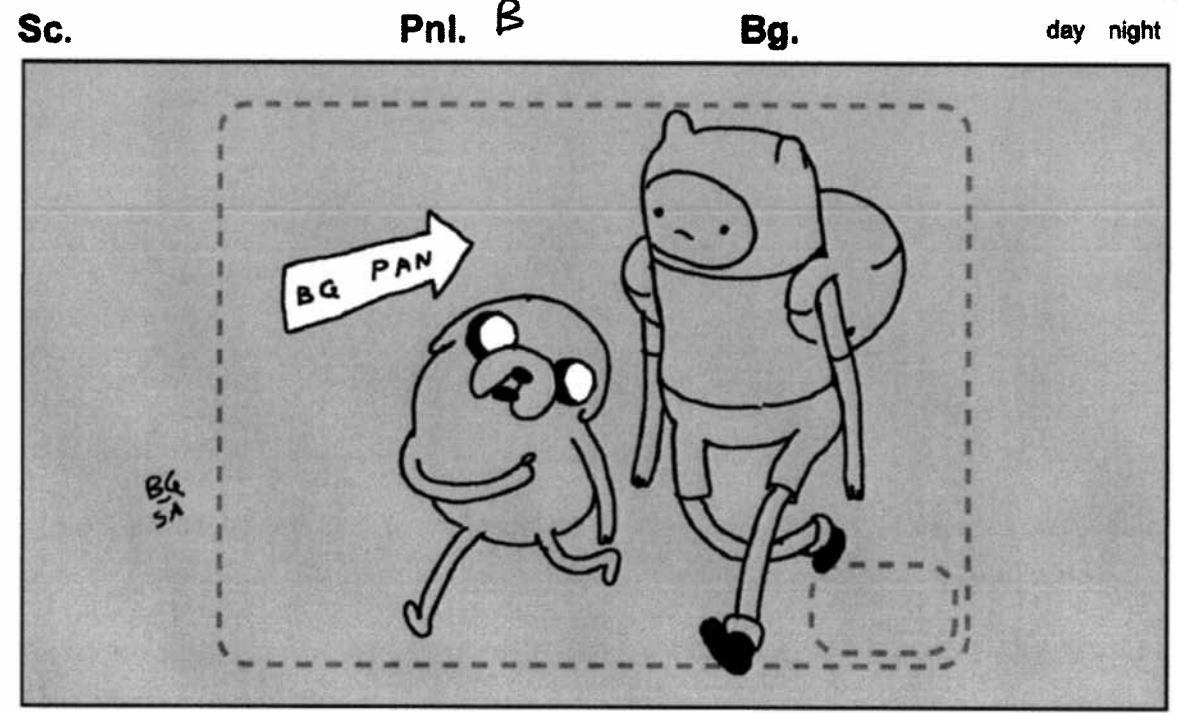
Dialog:	(F) / THANKS JAKE. THAT'S WHY I NEED YOU HERE.	(J) / NO PROBS. JUST REMEMBER -
Action:		
Timing:		

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ADVENTURE TIME

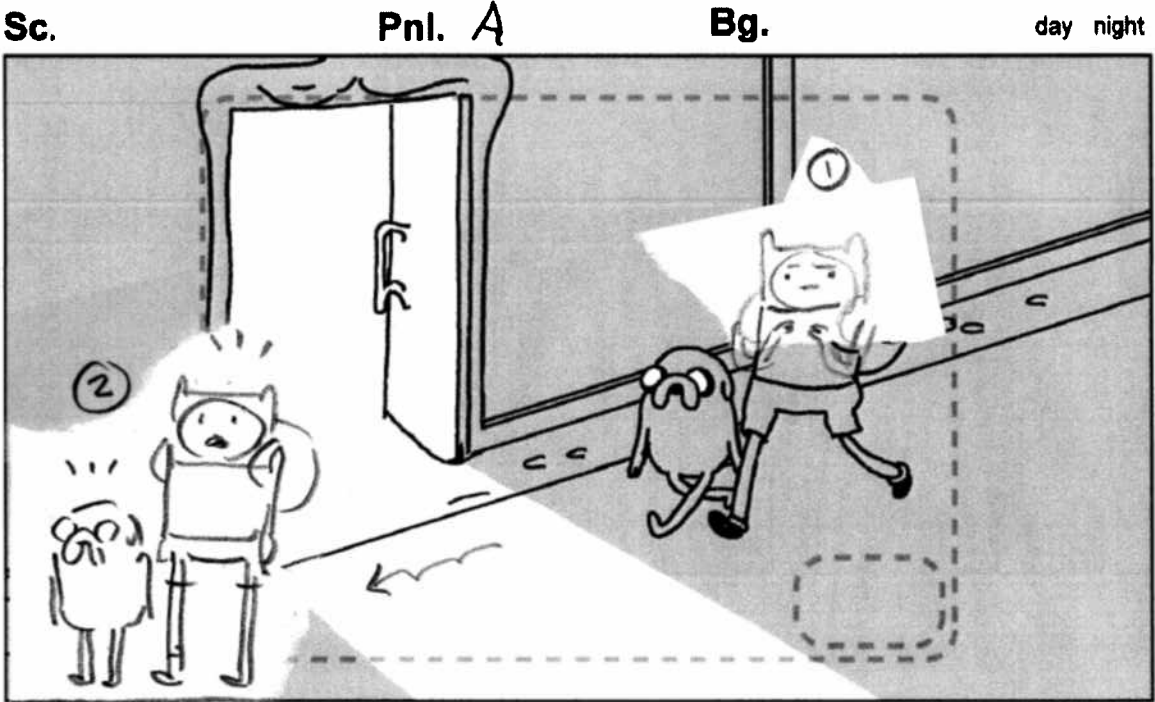
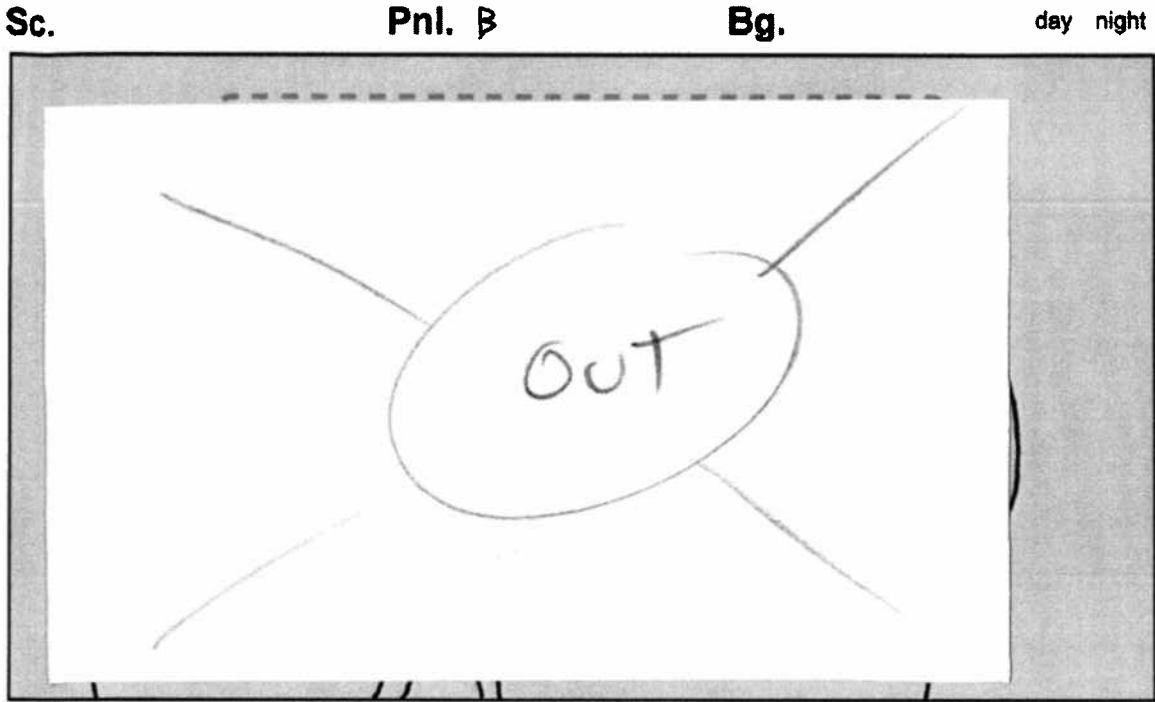


Dialog:	Ⓜ/ YOU CAN'T BE HANGIN' OUT ALL NIGHT TALKIN' ABOUT AURAS WITH PREEBLES IF YOU JUST WANNA BE FRIENDS.	ⓕ/ RIGHT. AND ME AND PEEBS ARE JUST FRIENDS.
Action:		
Timing:		

EPISODE # 100899

Production :

# ADVENTURE TIME



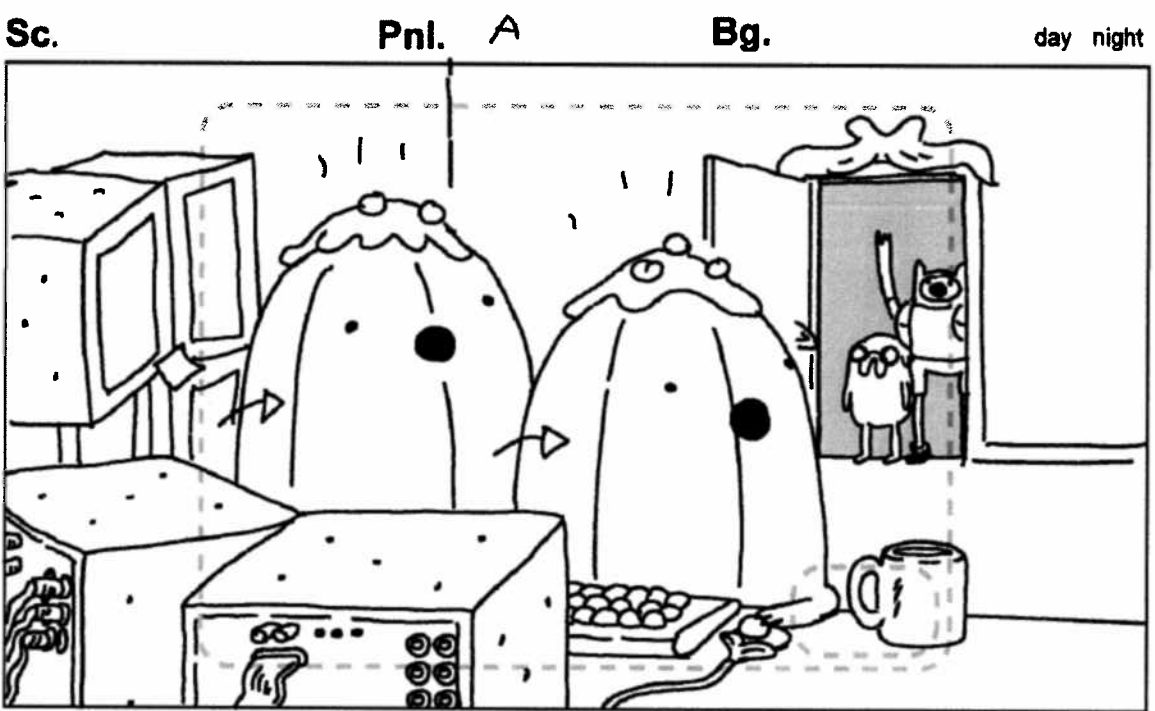
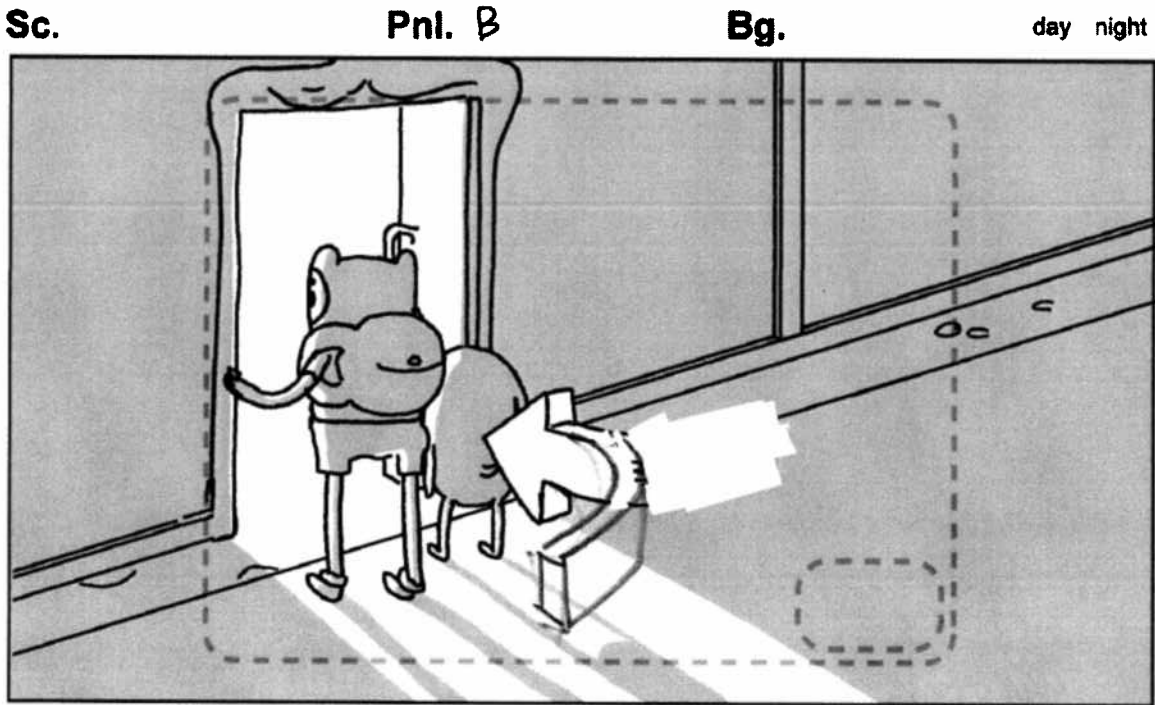
Dialog:	3 ( 7
Action:	(PAN STOPS)
Timing:	

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Production :

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ADVENTURE TIME



Dialog:	(F) - HEY WHAT'S GOIN' ON IN HERE?	(F) YO GUYS !
Action:		
Timing:		

EPISODE # 100899  
Production :



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# ADVENTURE TIME



Sc. Pnl. B Bg. day night

S/A

Sc. Pnl. C Bg. day night

S/A

Dialog:	BANANA GUARDS / HEY, FINN.	ⓕ / WOAH WHAT'S THAT? SECURITY CAMS?
Action:		
Timing:		

EPISODE # 100899

Production :



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# ADVENTURE TIME



Sc. Pnl. D Bg. day night

Sc. Pnl. E Bg. day night

Dialog:

BG #1 / YEAH MAN, YOU GOTTA SEE SOME CRAZY SH-

BG #2 / YO SHUT-UP!

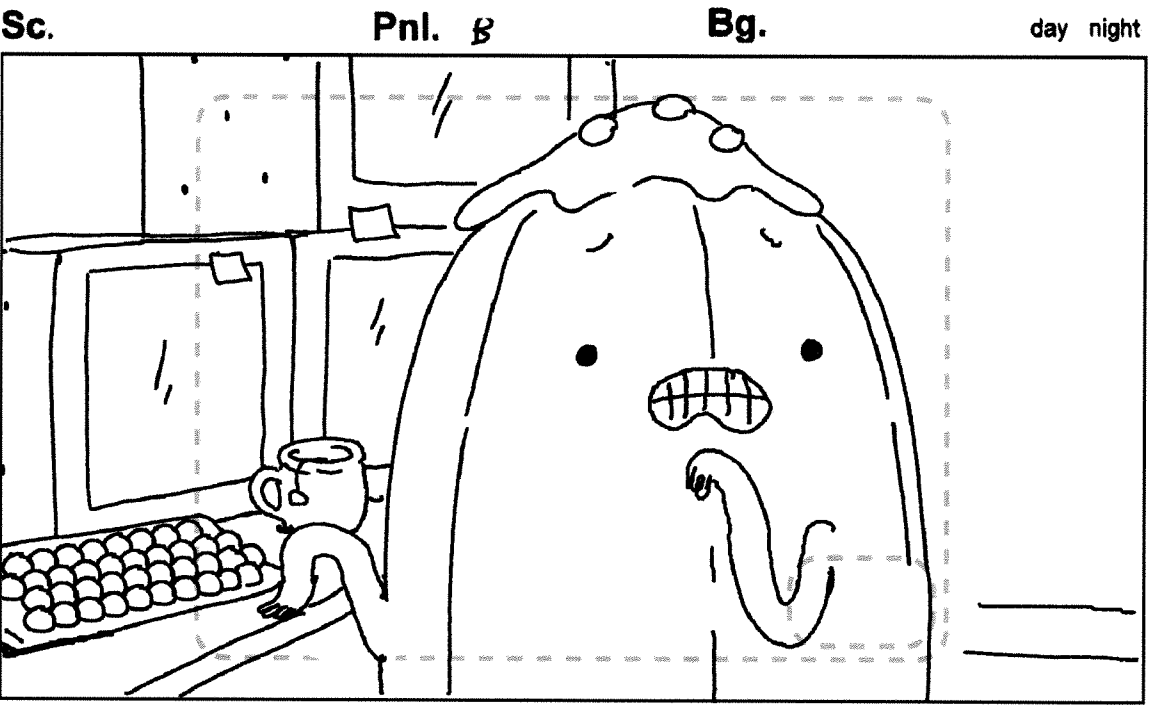
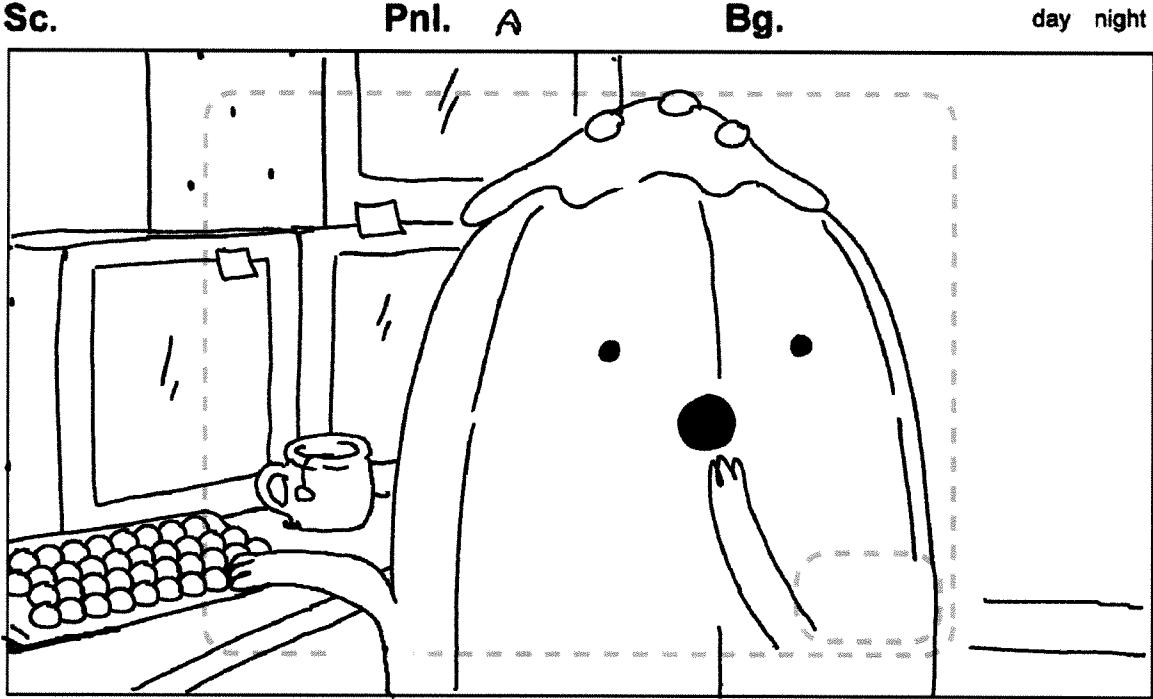
Action:

Timing:

EPISODE# 100899

Production :

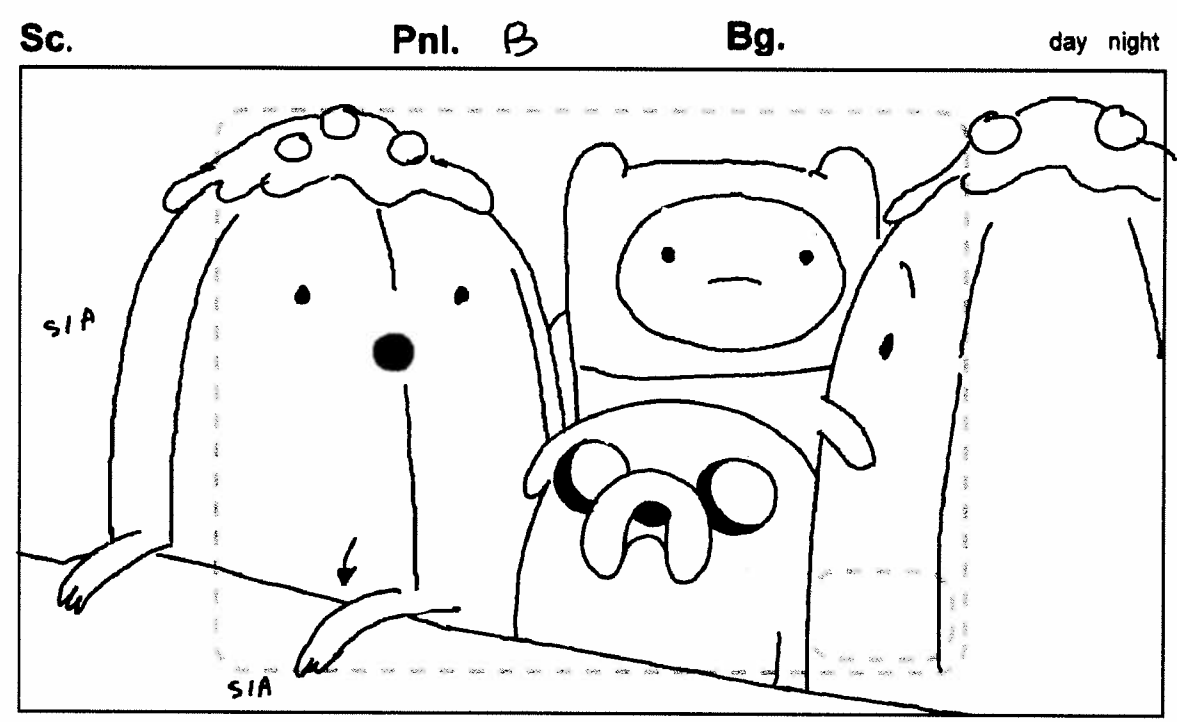
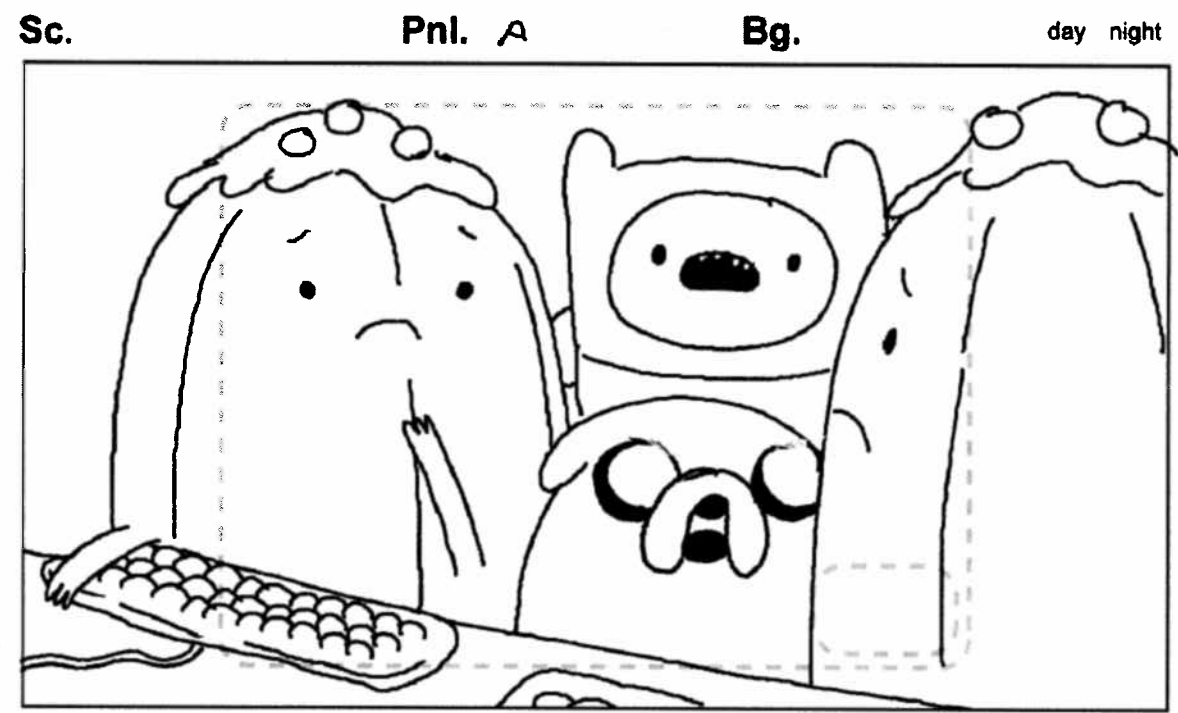
ADVENTURE TIME



Dialog:
BG #1 / OH -
BG #1 / Shoot.
Action:
Timing:

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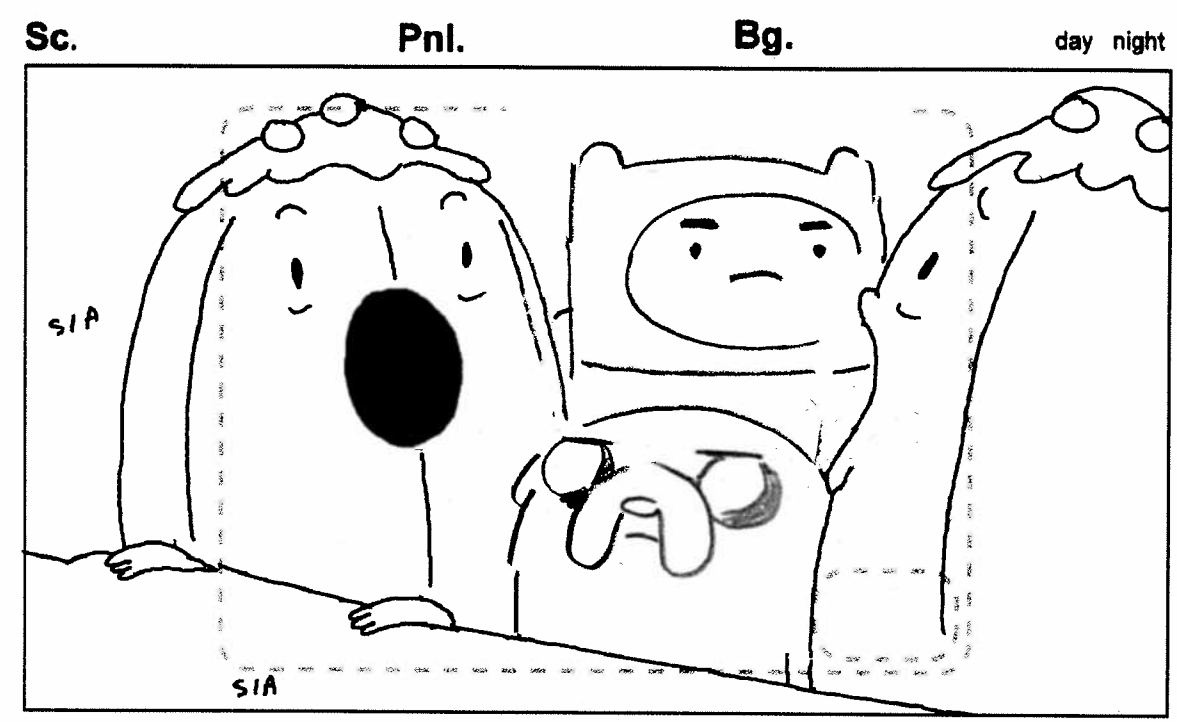
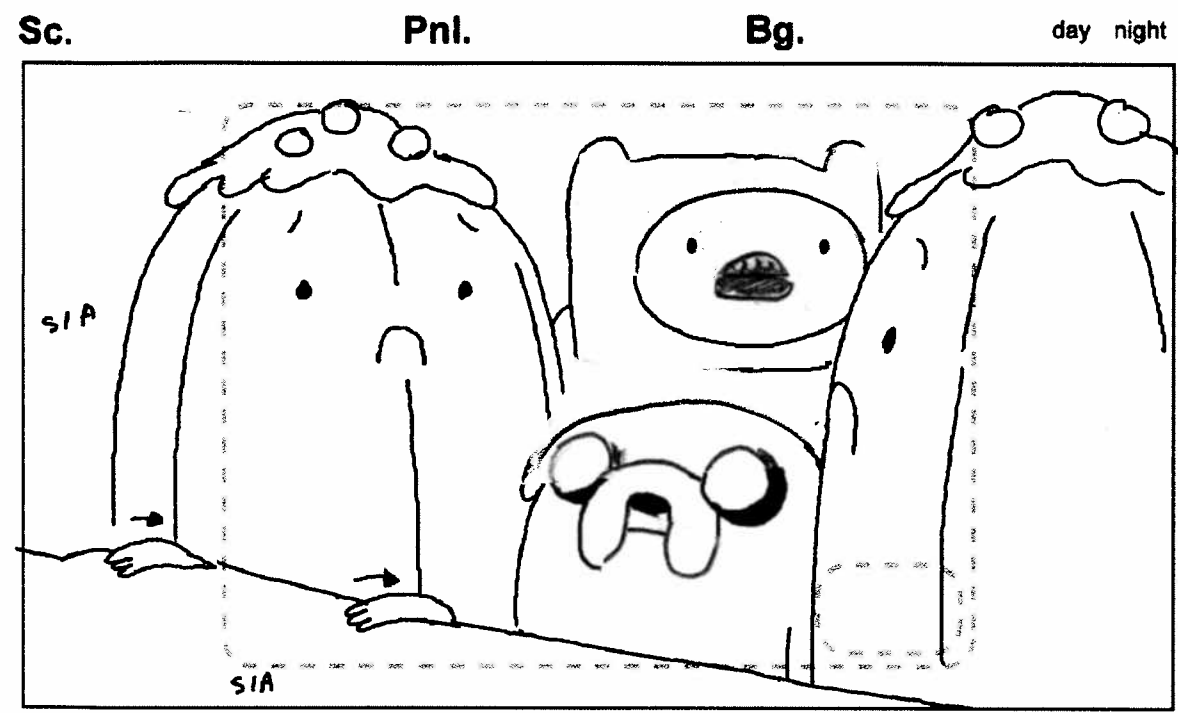
Dialog:	(F) + (J) / WHAT?	(BG#2) / NOTHING.
Action:		
Timing:		

EPISODE # 100899

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# ADVENTURE TIME



Dialog:	F+J: what is it?	BQ #1 + #2 / NOTHING!
Action:		
Timing:		

EPISODE # 100899

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

Action: (F+J BACK UP.)

Timing:

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ADVENTURE TIME



Sc. Pnl. A Bg. day night

Sc. Pnl. A Bg. day night

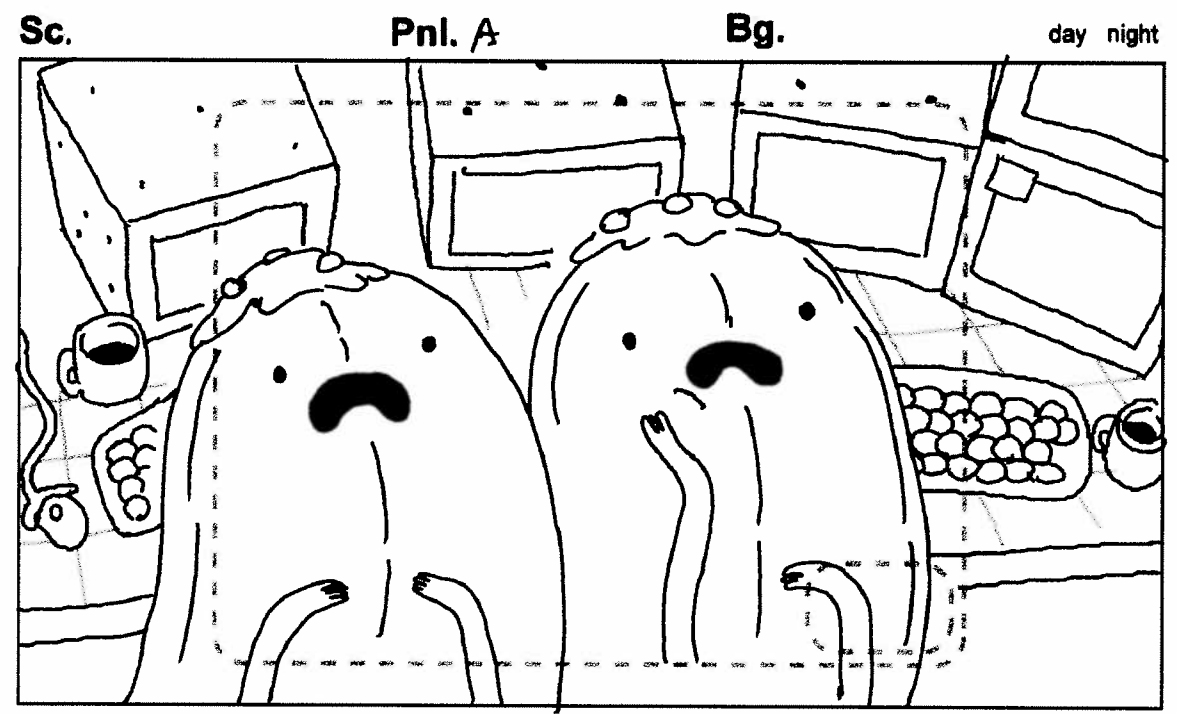
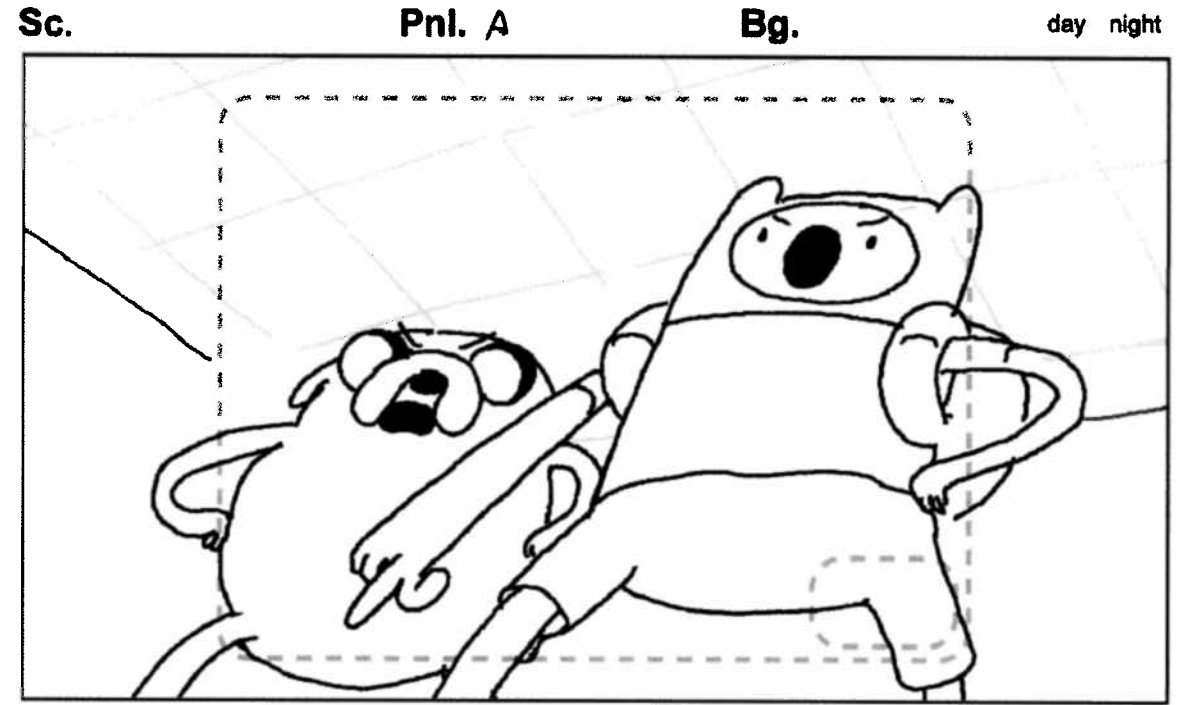
Dialog:
<div>(F) + (J) / <u>SHOW US NOW.</u></div> <div>(BG #1 + #2) / SHOW YOU WHAT.</div>
Action:
Timing:

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# ADVENTURE TIME

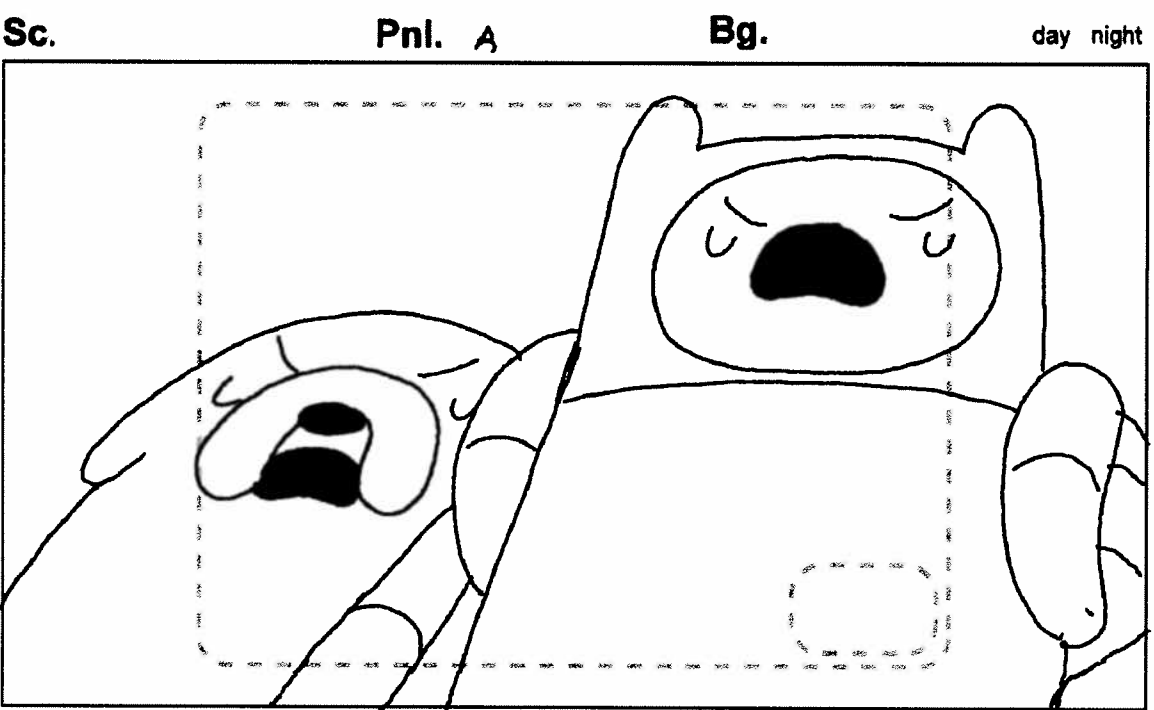
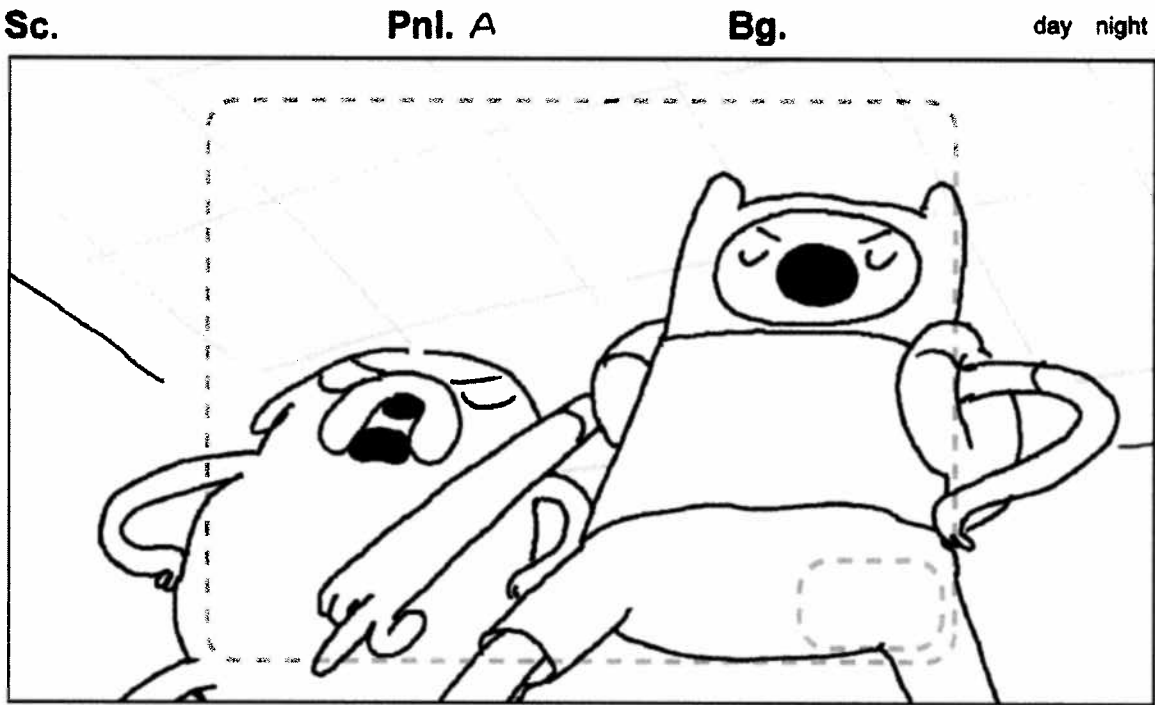


Dialog:	(F) + (J) / WHAT YOU SAID	(BG 1+2) / WE DIDN'T SAY NOTHING'
Action:		
Timing:		

EPISODE # 100899

Production :

ADVENTURE TIME



Dialog:	Ⓕ+Ⓙ / YOU SLIPPED UP	Ⓕ+Ⓙ / IT'S TOO LATE FOR TAKE BACKS. WE PRACTICALLY KNOW EVERYTHING ALREADY.
Action:	POINT @ BG#1	
Timing:		

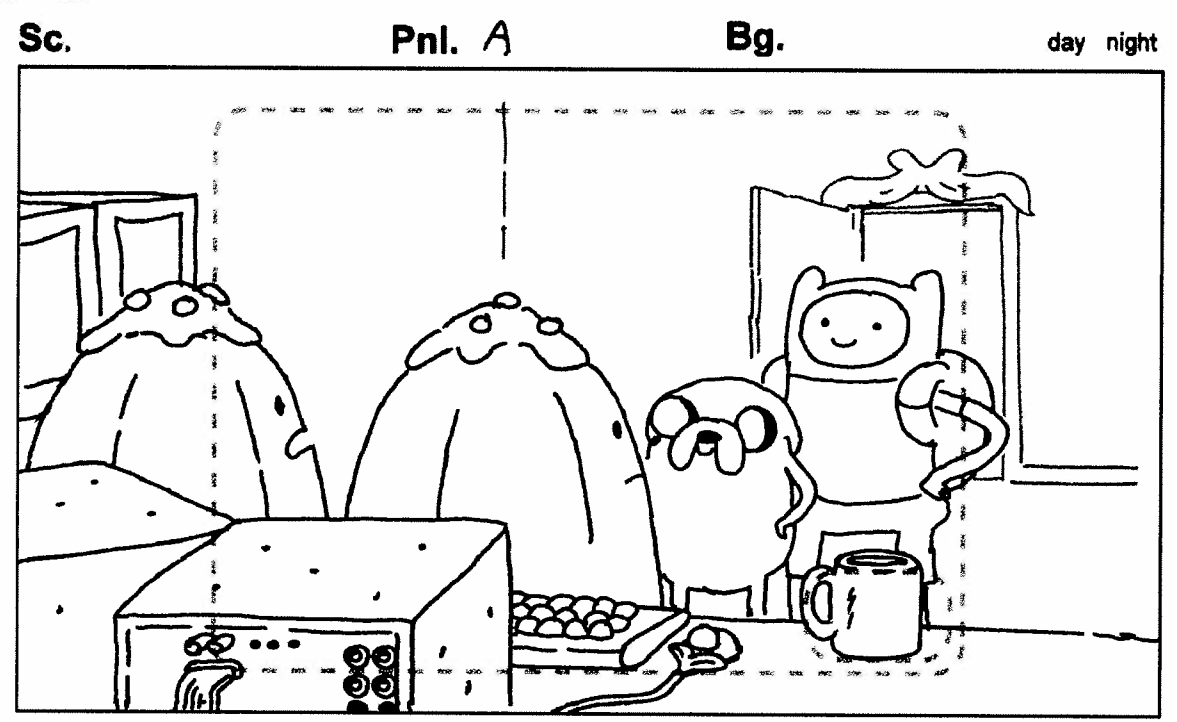
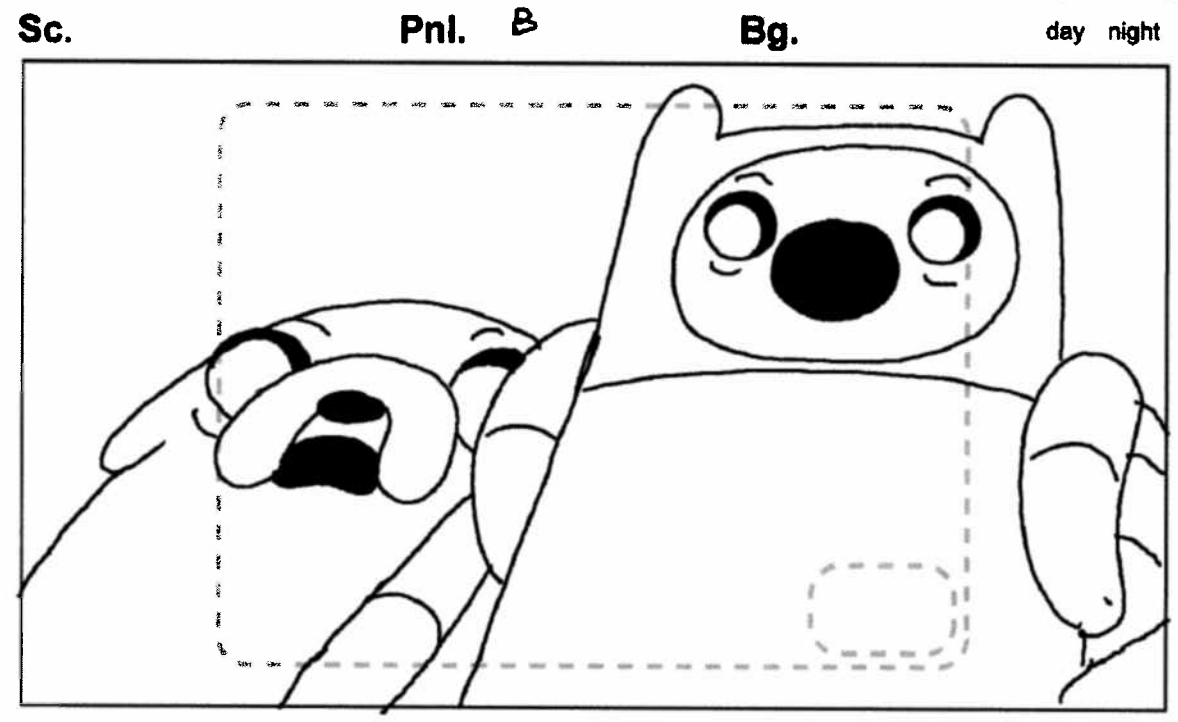
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# ADVENTURE TIME



Dialog:	F+J / NOW SHOW VS !!!	(BQ#1) / OK BUT YOU CAN'T TELL ANYONE.
Action:		
Timing:		

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# ADVENTURE TIME



Sc. Pnl. B Bg. day night

Sc. Pnl. A Bg. day night

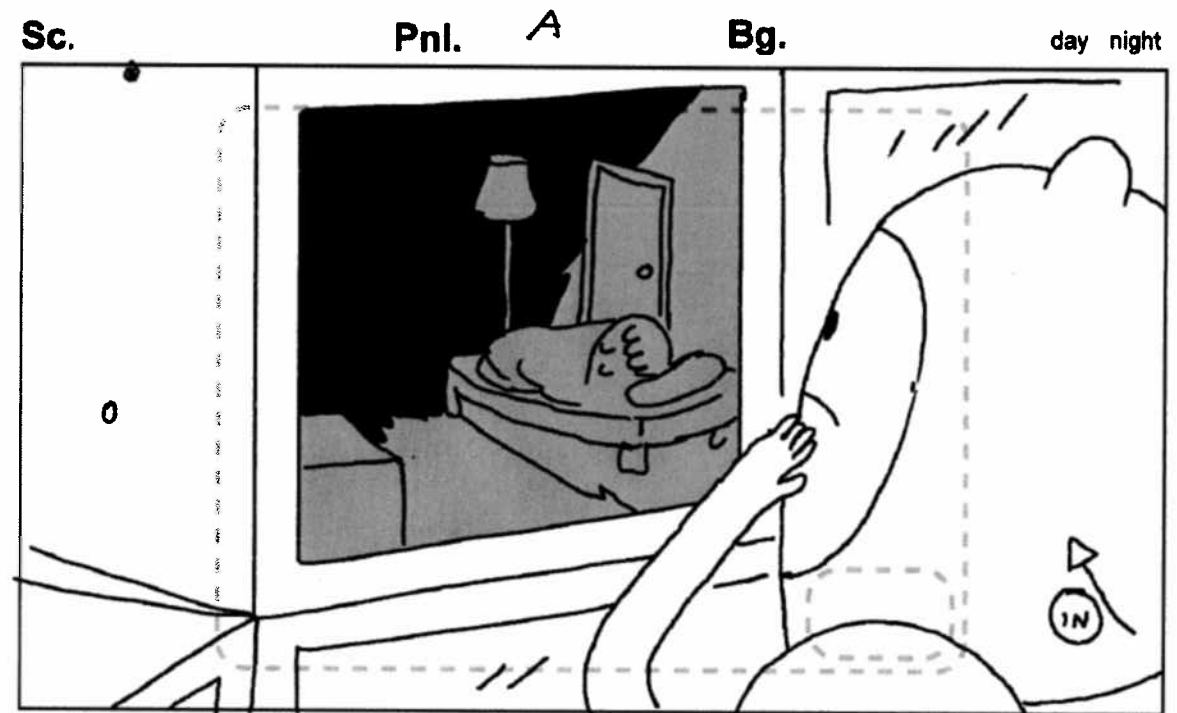
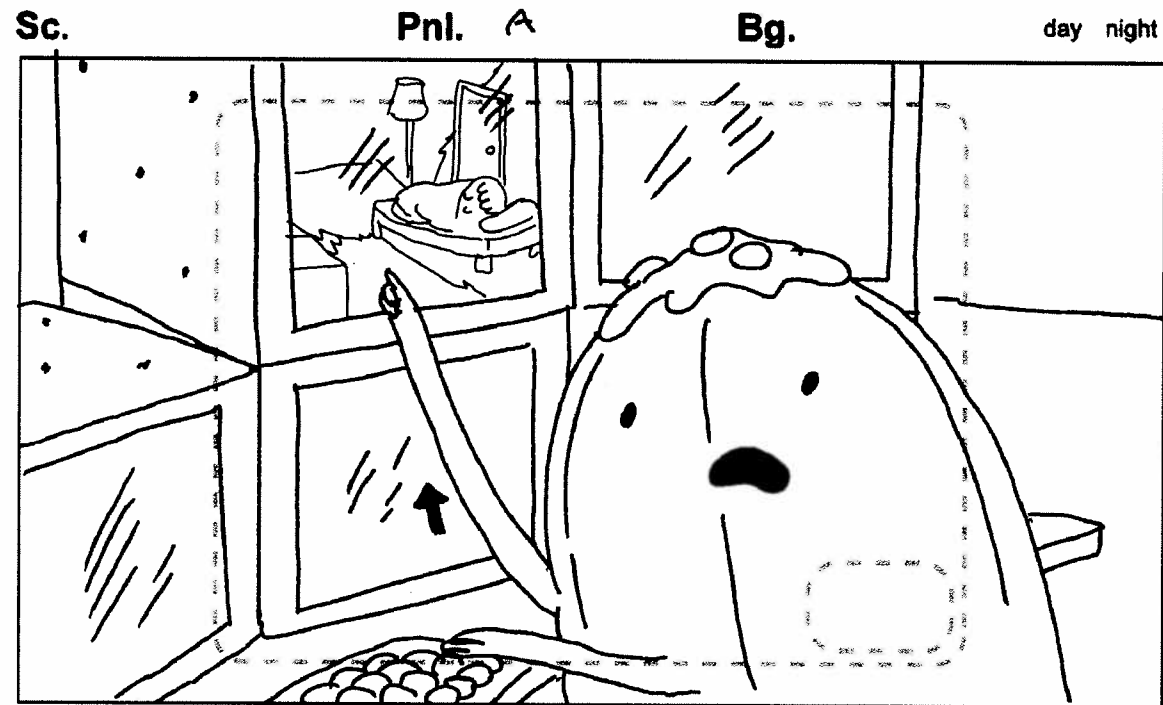
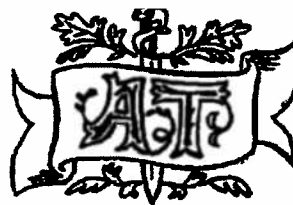
Dialog:	
<u>BG #2</u> / THIS IS OUR WEIRD SECRET.	<u>J</u> OF COURSE, DUDE.
Action:	
Timing:	

EPISODE # 100899

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# ADVENTURE TIME

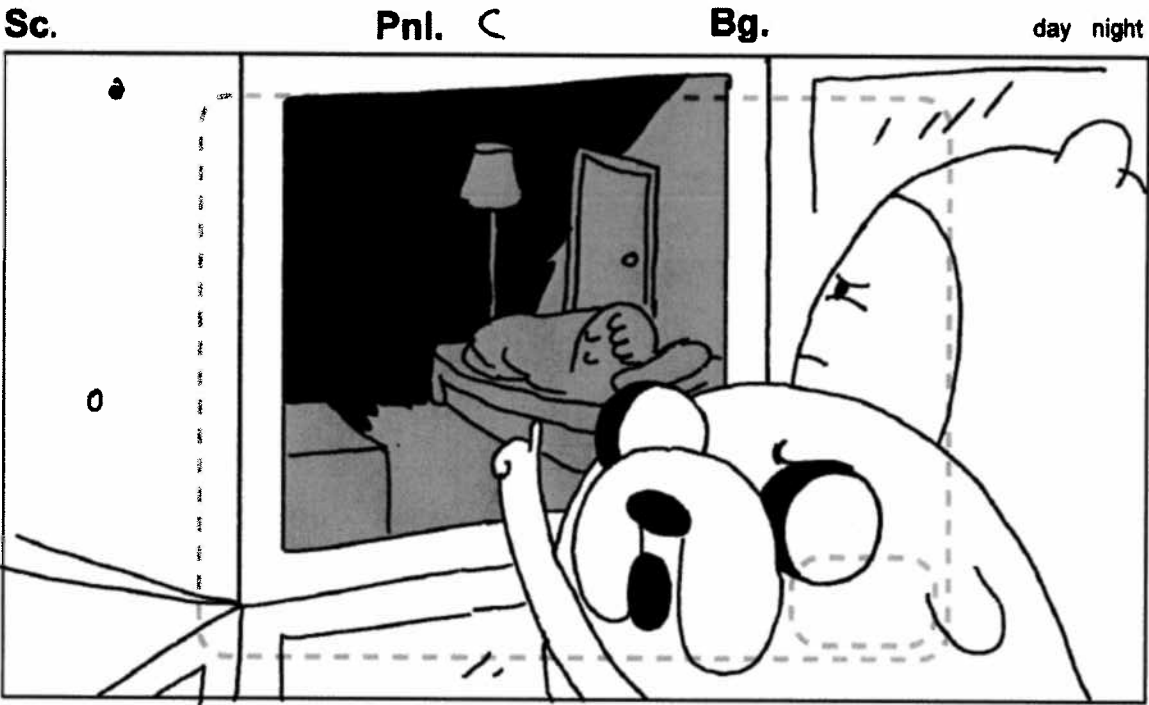
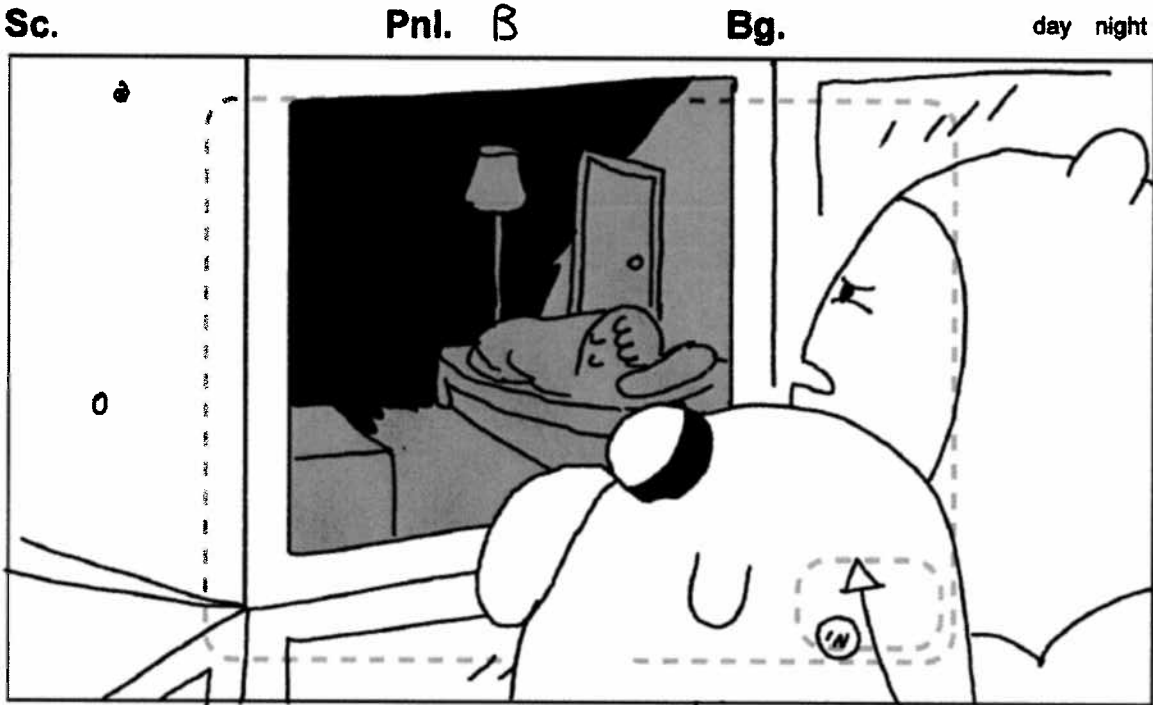


Dialog:	BG #1 / ALRIGHT NOW LOOK AT MONITOR 3,	BG #1 / CAN YOU SEE IT?
Action:		
Timing:		

EPISODE # 100899

Production :

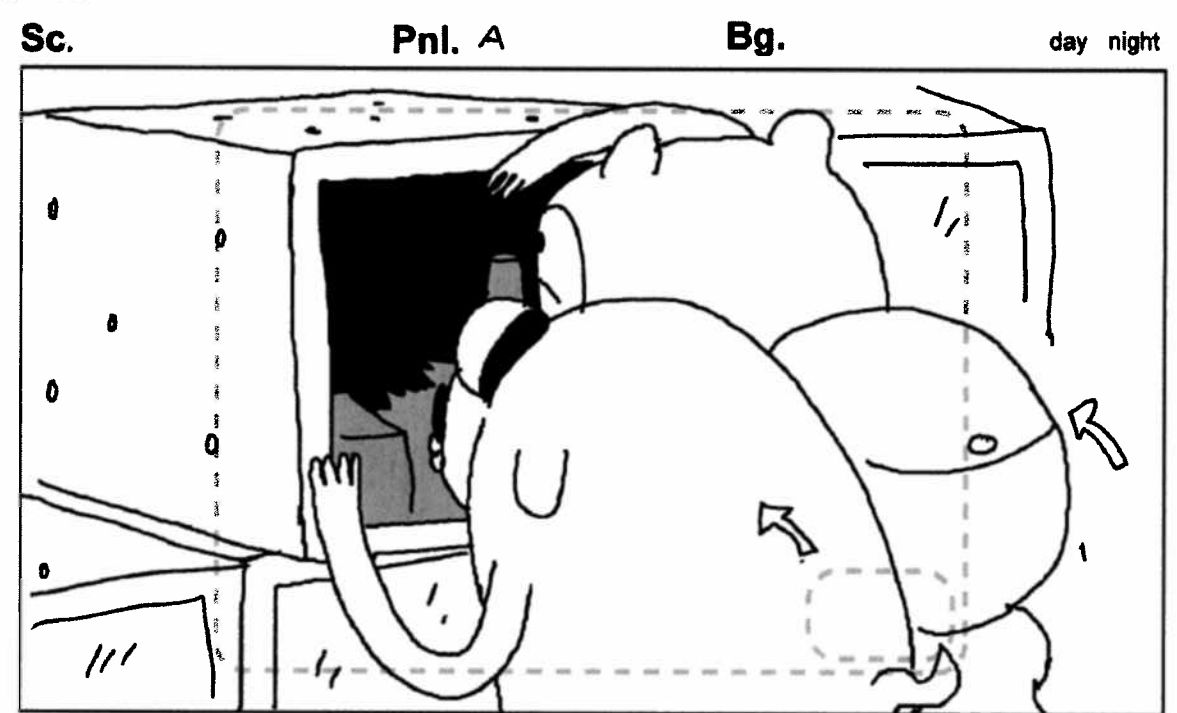
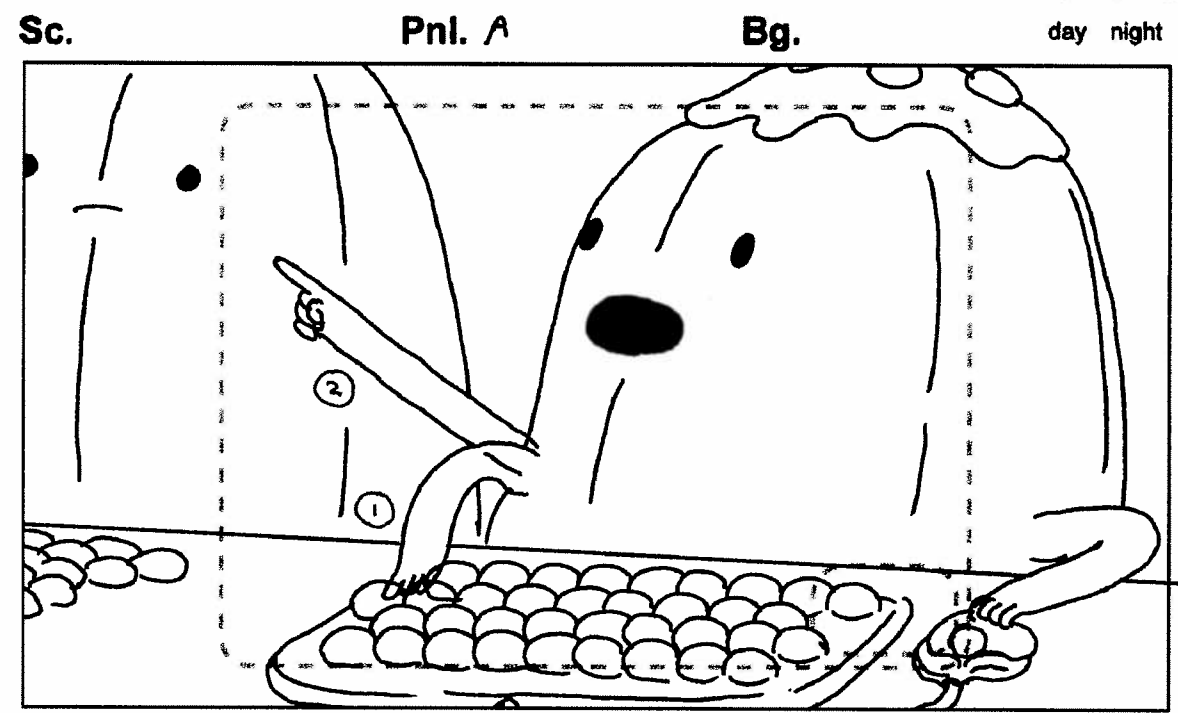
ADVENTURE TIME



Dialog:	(F) / UH YEAH THAT'S ... WHO'S THAT?	(J) / THAT'S CHOCOBERRY. WHY'RE YOU GUYS SPYING ON CHOCOBERRY?
Action:		
Timing:		

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# ADVENTURE TIME



Dialog:	BG #2 / ① NO MAN ② LOOK THERE ...	BG #2 / IN THE CORNER ...
Action:	F+J PRESS IN CLOSER.	
Timing:		

EPISODE # 100899

Production :

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# ADVENTURE TIME



Page 31

Sc.

Pnl. A

Bg.

day night

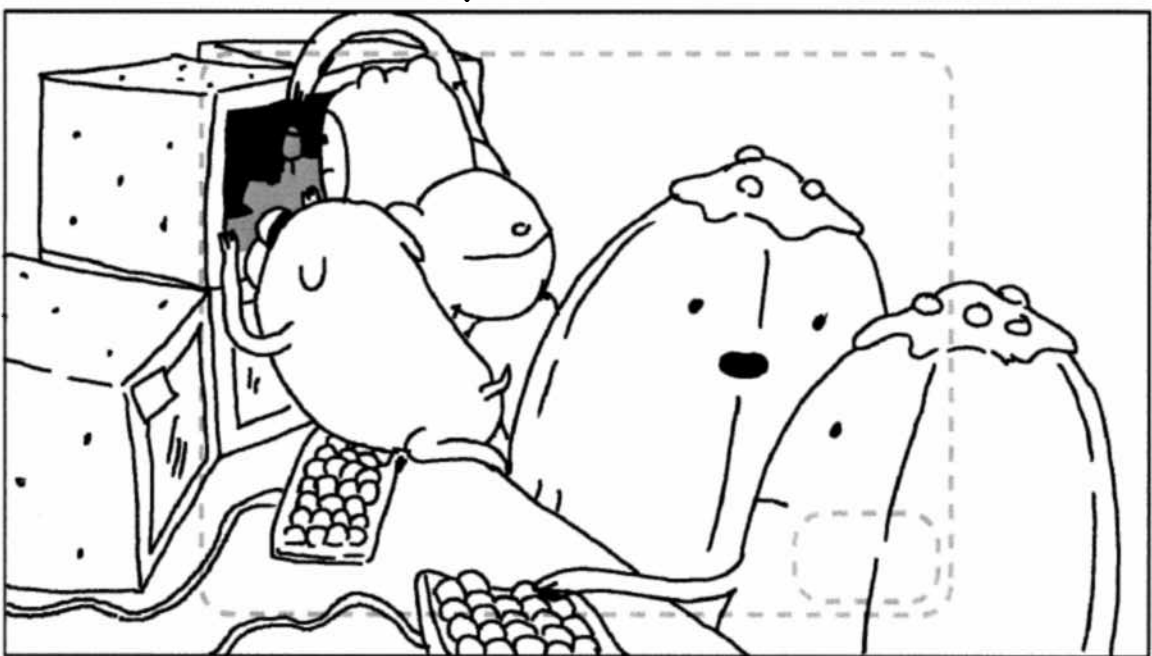


Sc.

Pnl. A

Bg.

day night



Dialog:

(F) / WHO'S THAT?

(BG#1) / ZOOM IN DUDE

Action:

\* COLOR NOTE: BODY SILHOUETTE COLOR SHOULD BE  
VERY CLOSE TO BG COLOR, EYES SHOULD BE  
THE FOCUS W/ HIGH CONTRAST

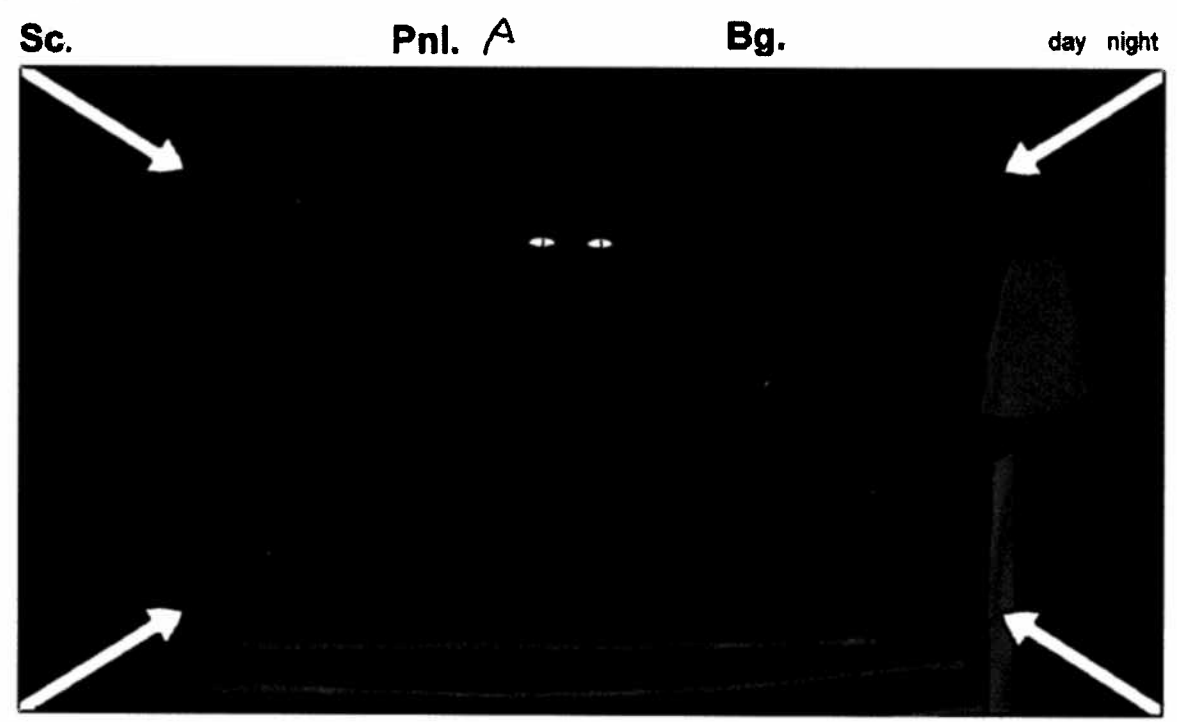
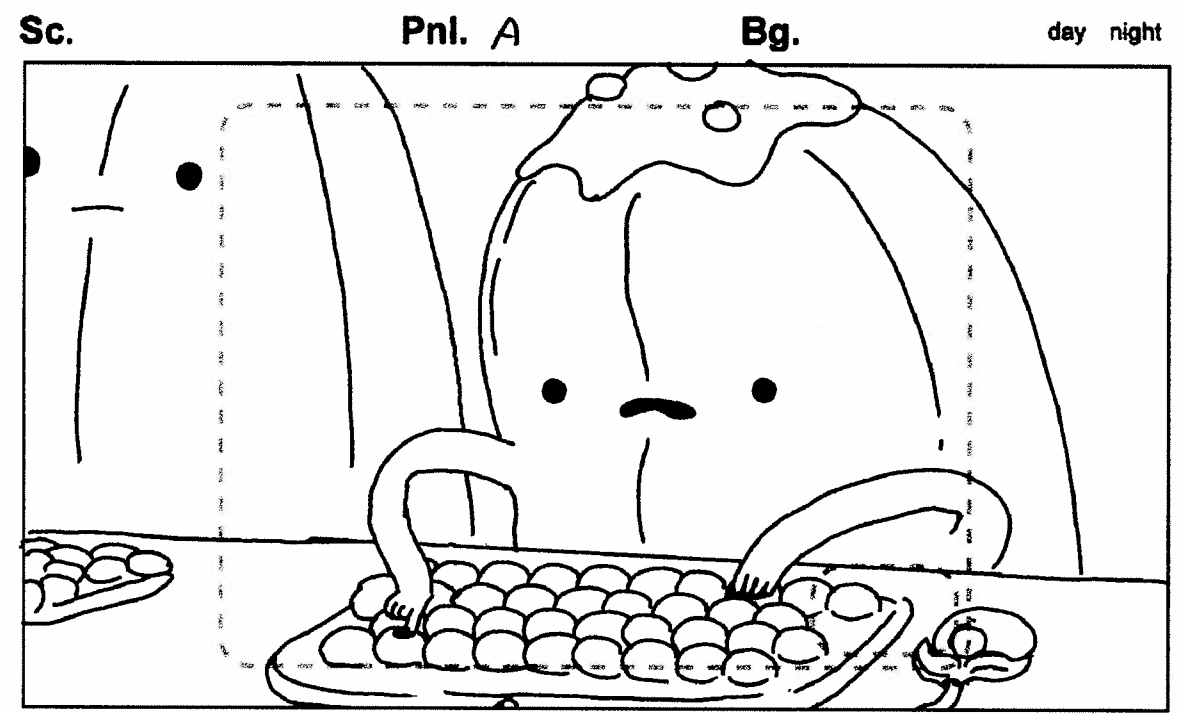
Timing:

EPISODE# 100899

Production :

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ADVENTURE TIME



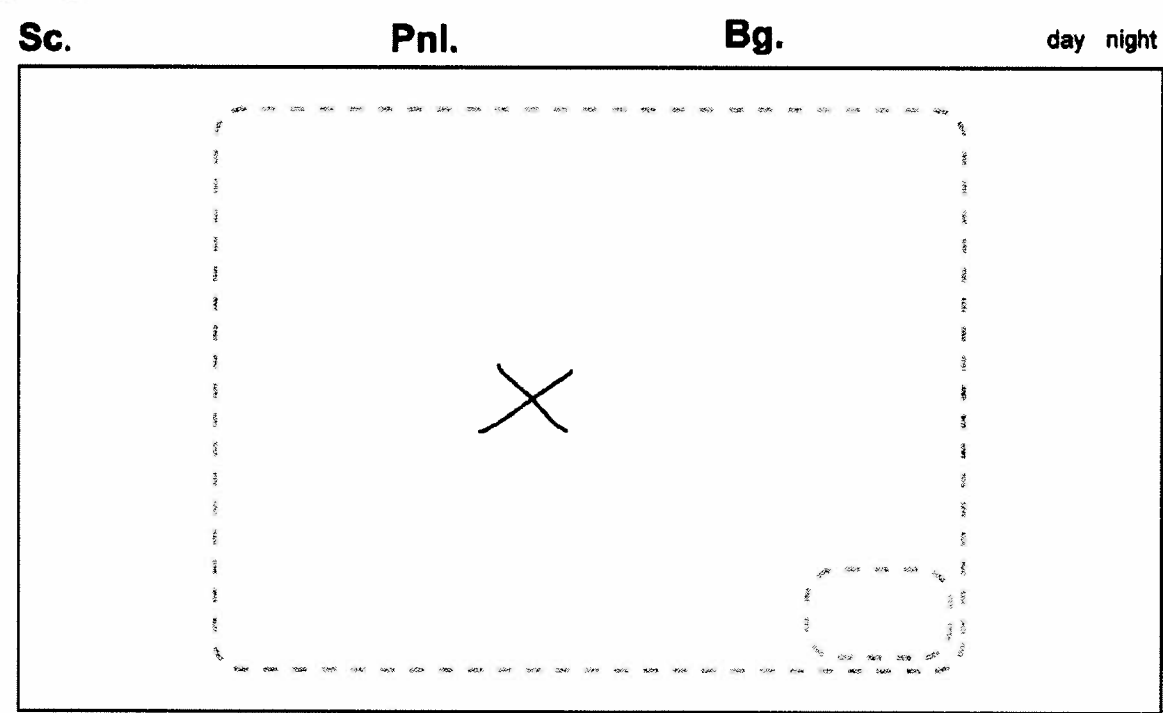
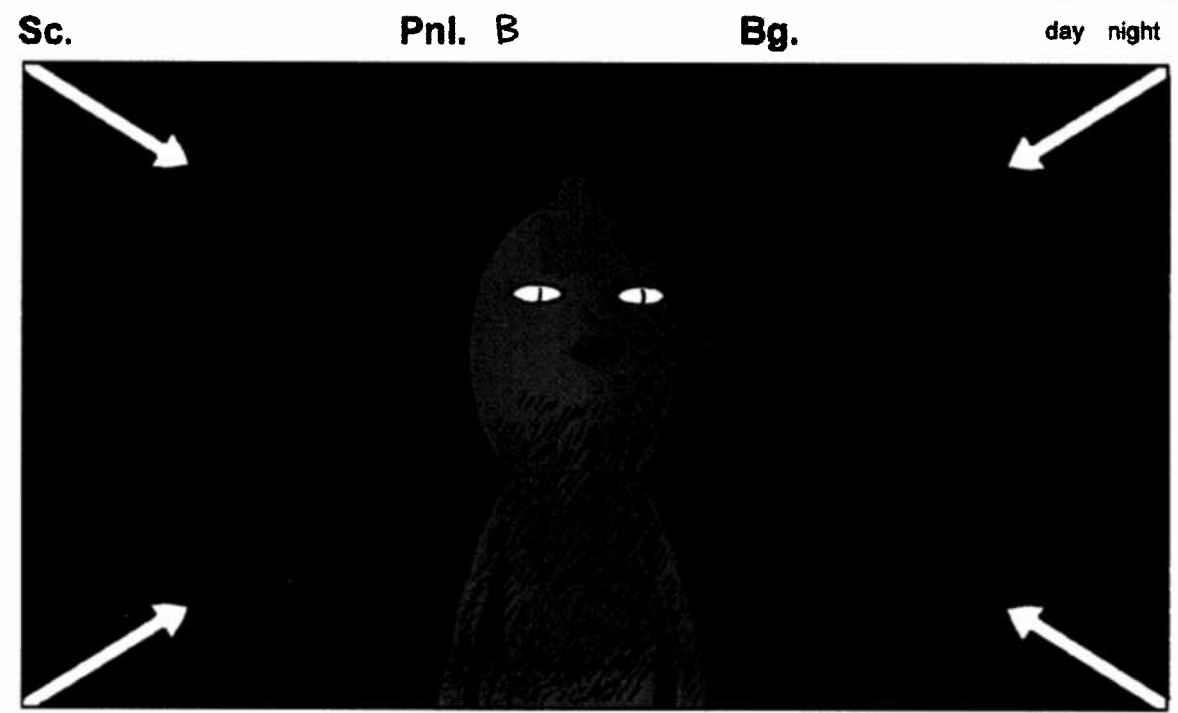
Dialog:	(BQ # 2) / PLUS, PLUS, PLUS, PLUS (tap - tap - tap - tap)	
Action:	- apple +, apple +, apple +, apple +	DIGITAL ZOOM, ZOOM, (LIKE ZOOMING IN ON A MAC)
Timing:		

EPISODE # 100899

Production :

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# ADVENTURE TIME



Dialog:
Action: <p>( zoom )</p>
Timing:

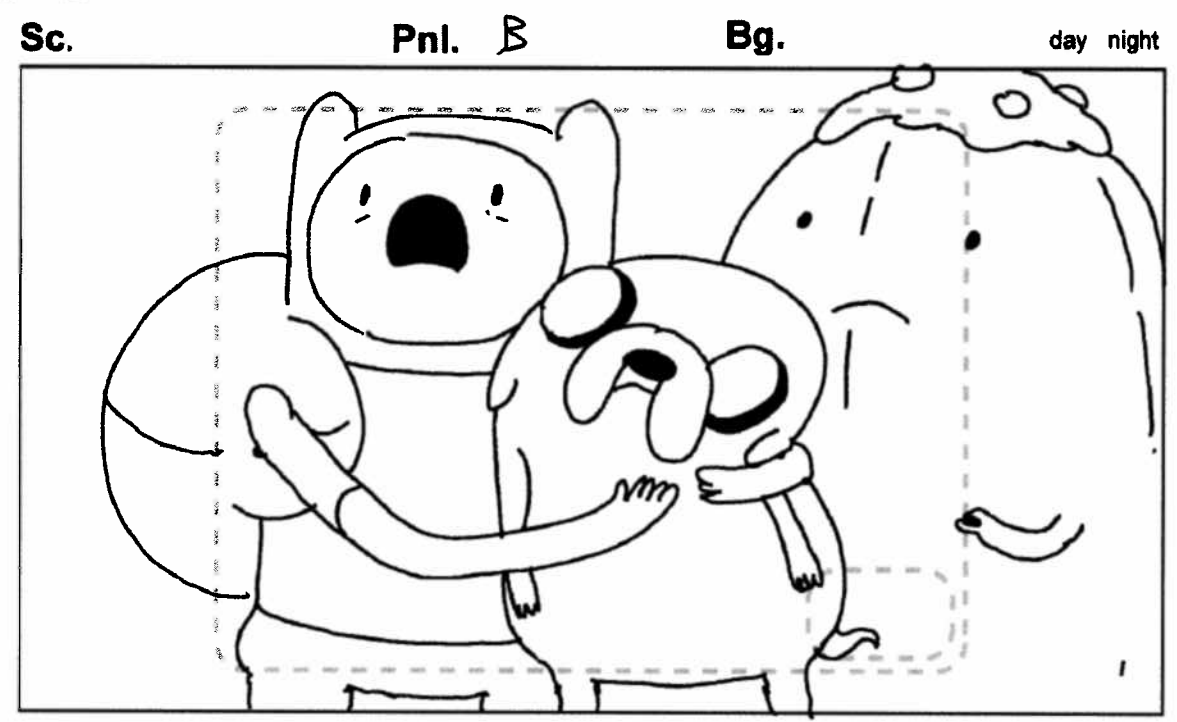
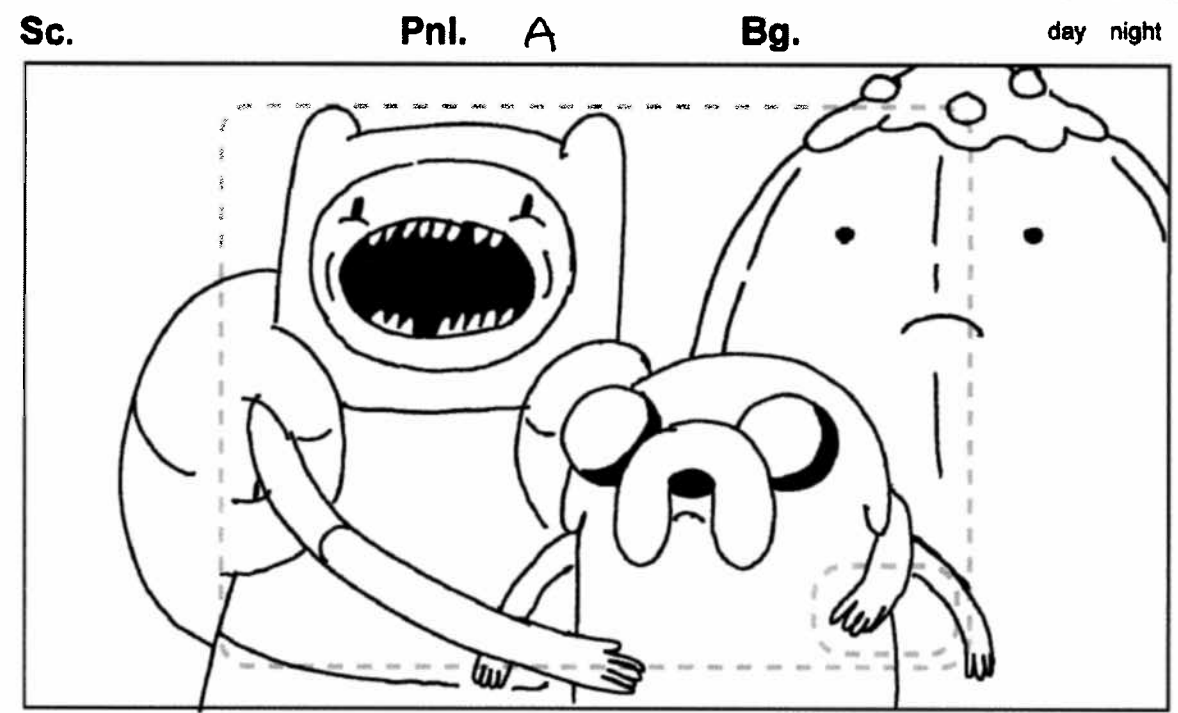
EPISODE # 100899

Production :



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# ADVENTURE TIME



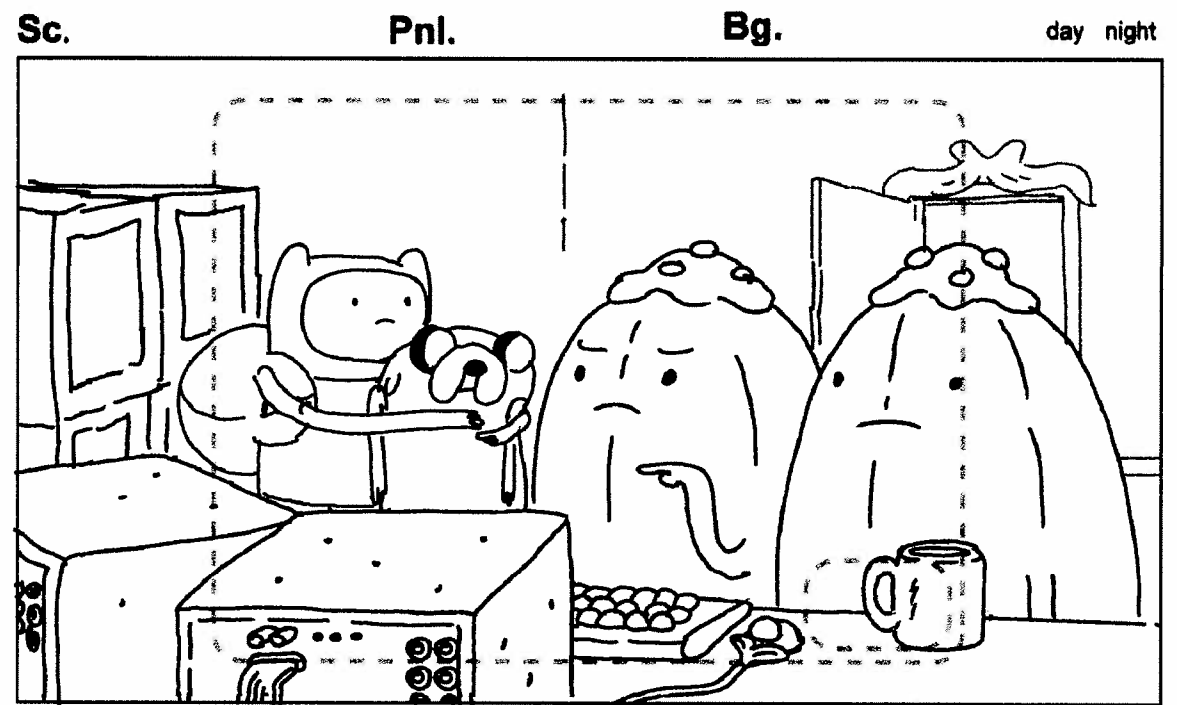
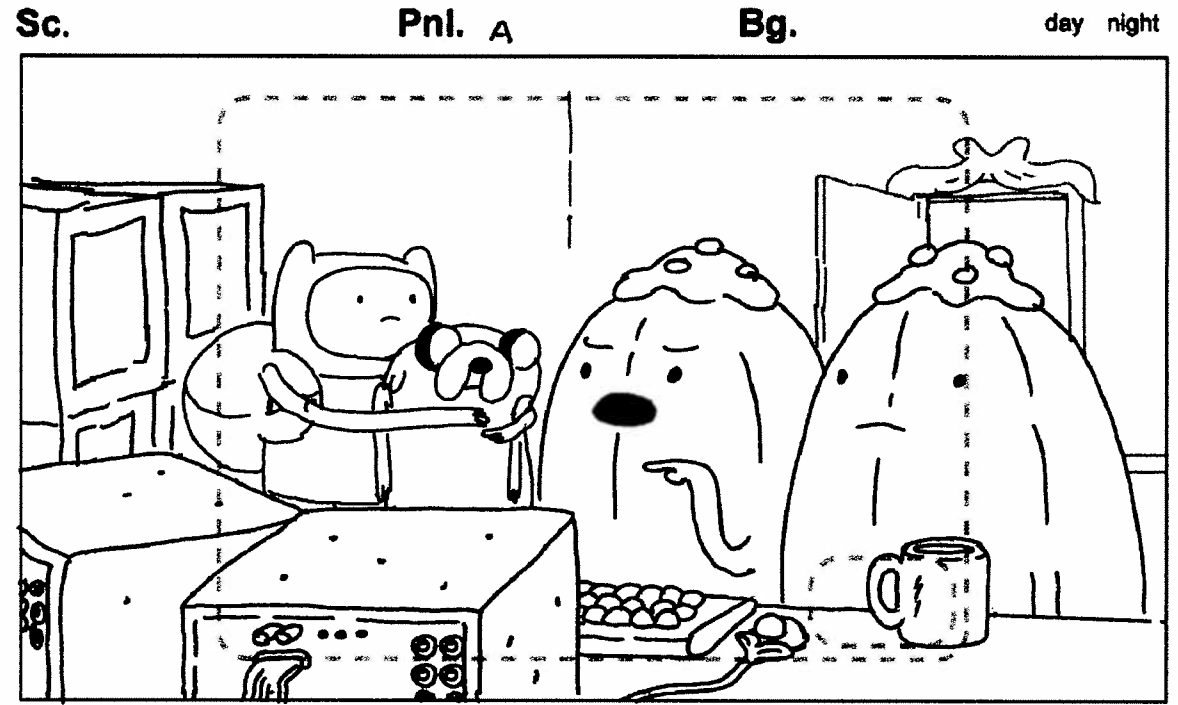
Dialog:	ⓔ/ A A A A !!	ⓔ/ Lemongrab! what the !?
Action:		
Timing:		

EPISODE # 100899

Production :

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# ADVENTURE TIME



Dialog:

BG #1 / THIS IS OUR  
WEIRD SECRET, OK?  
REMEMBER THAT!

Action:

Timing:

EPISODE# 100899

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. A Bg. day night

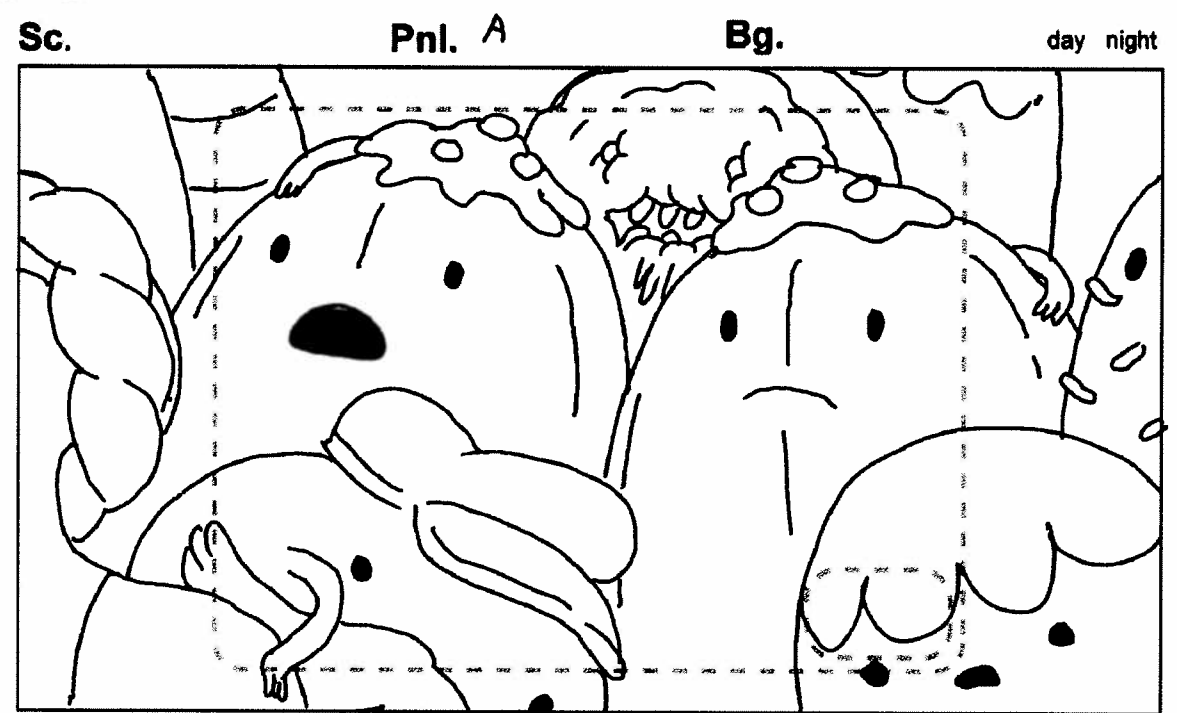
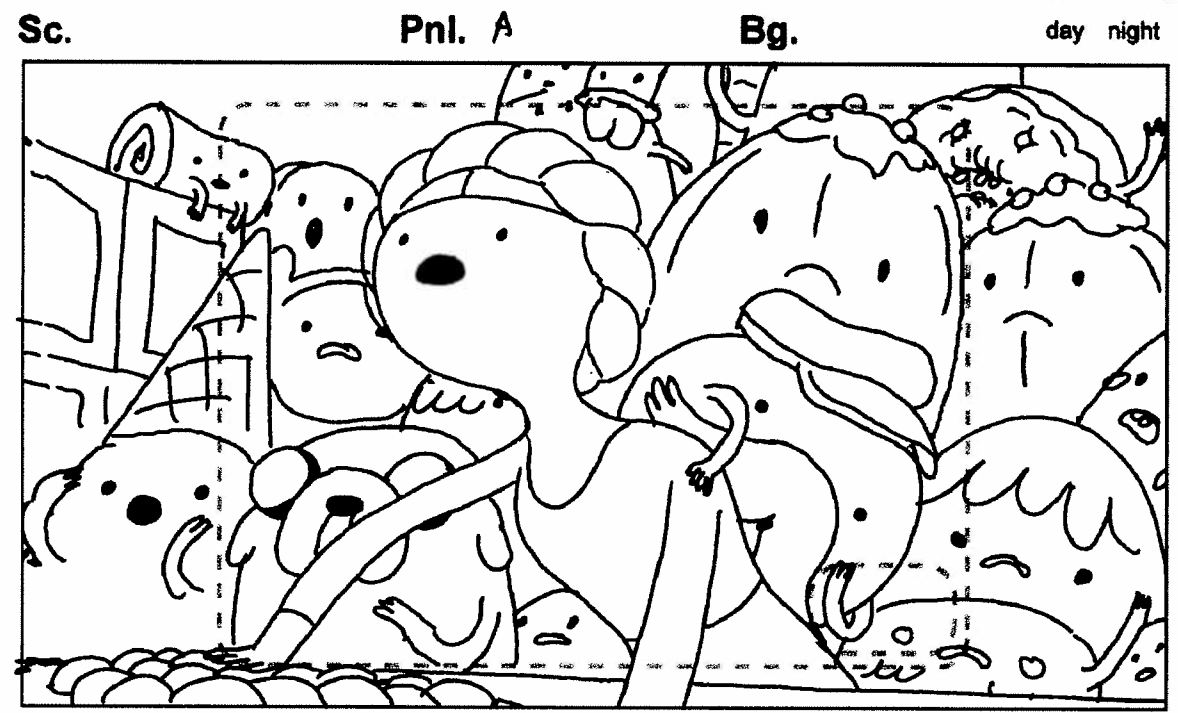
Dialog:	CANDY WALLA / LET ME SEE! ZOOM IN MORE! WHY IS HE BACK? WHAT'S HE DOING?
Action:	
Timing:	

EPISODE # 100899

Production :

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# ADVENTURE TIME



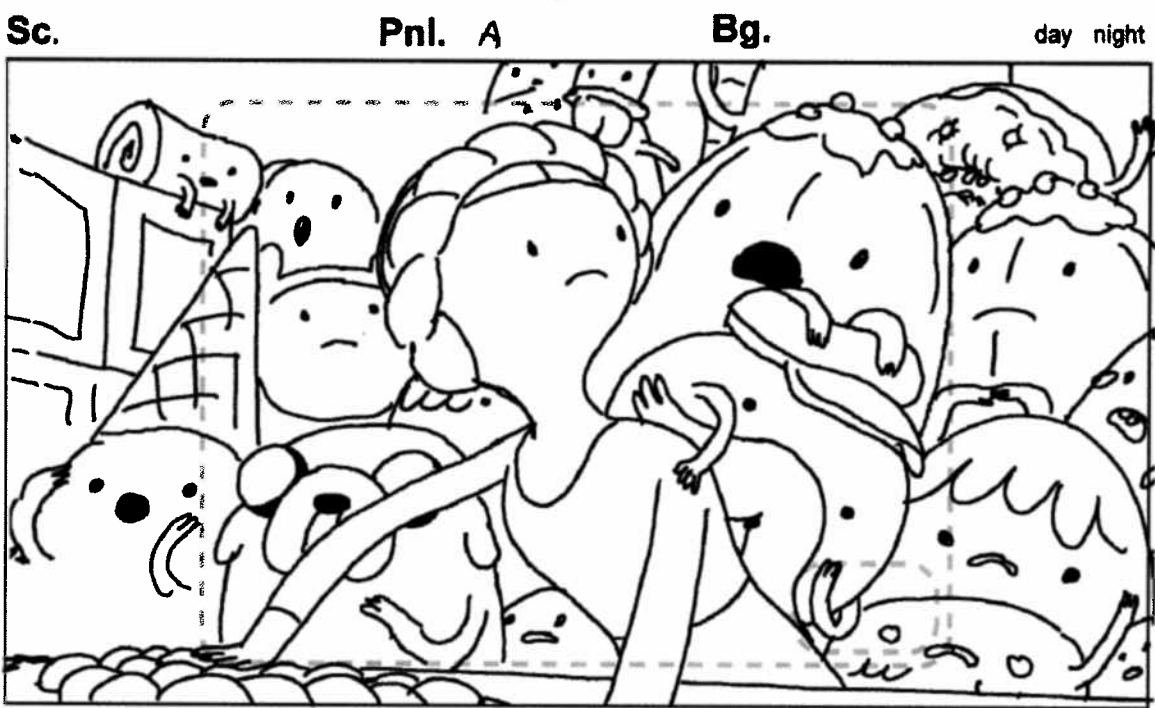
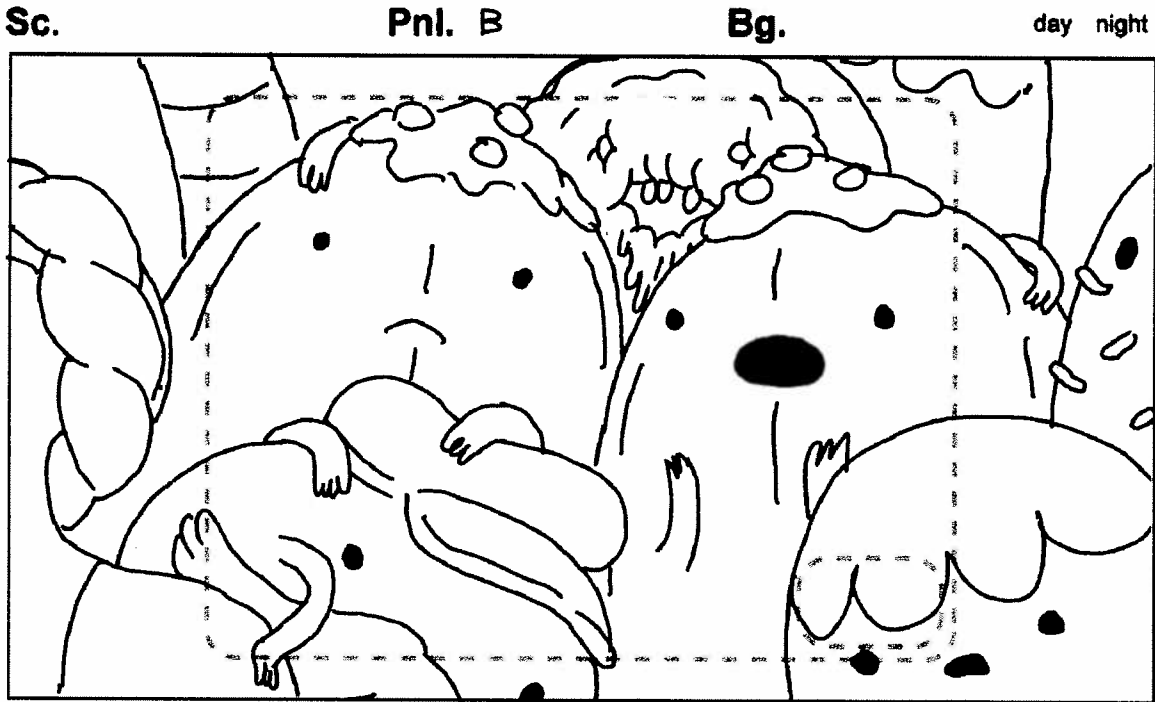
Dialog:	
(PB) /	HOW LONG HAS THIS BEEN GOING ON?
Action:	
Timing:	
(BG #1) / HE'S SHOWN UP EVERY NIGHT FOR THE PAST 2 WEEKS.	

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# ADVENTURE TIME



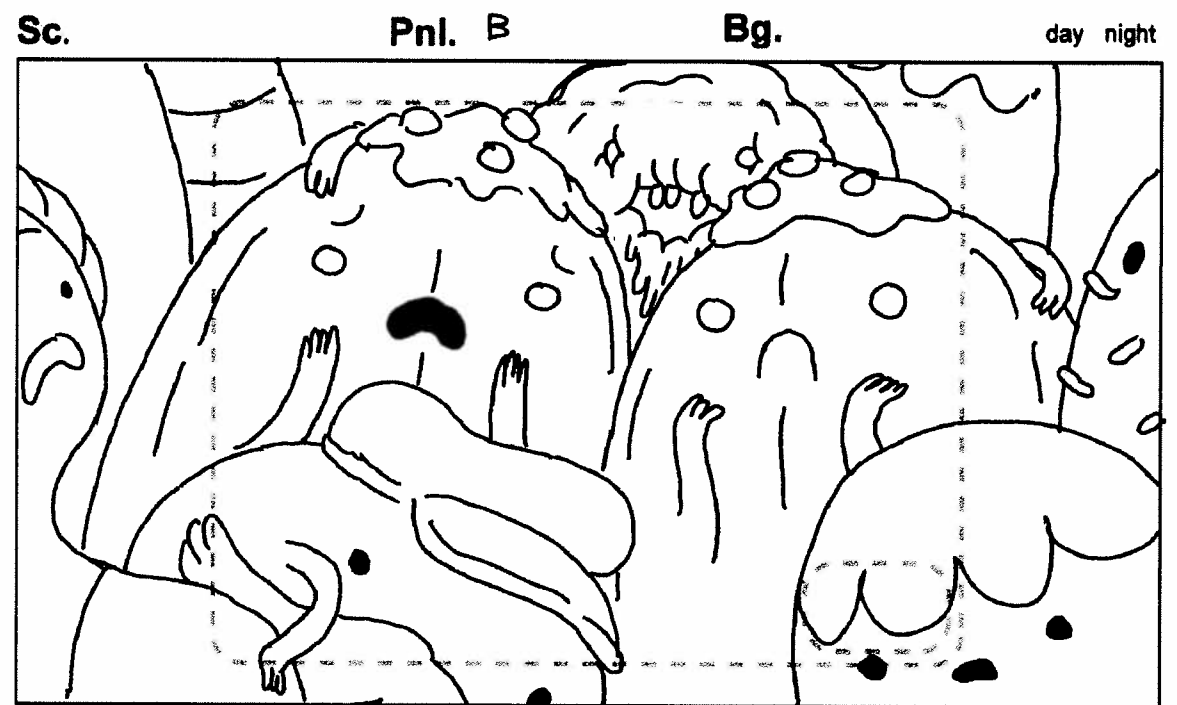
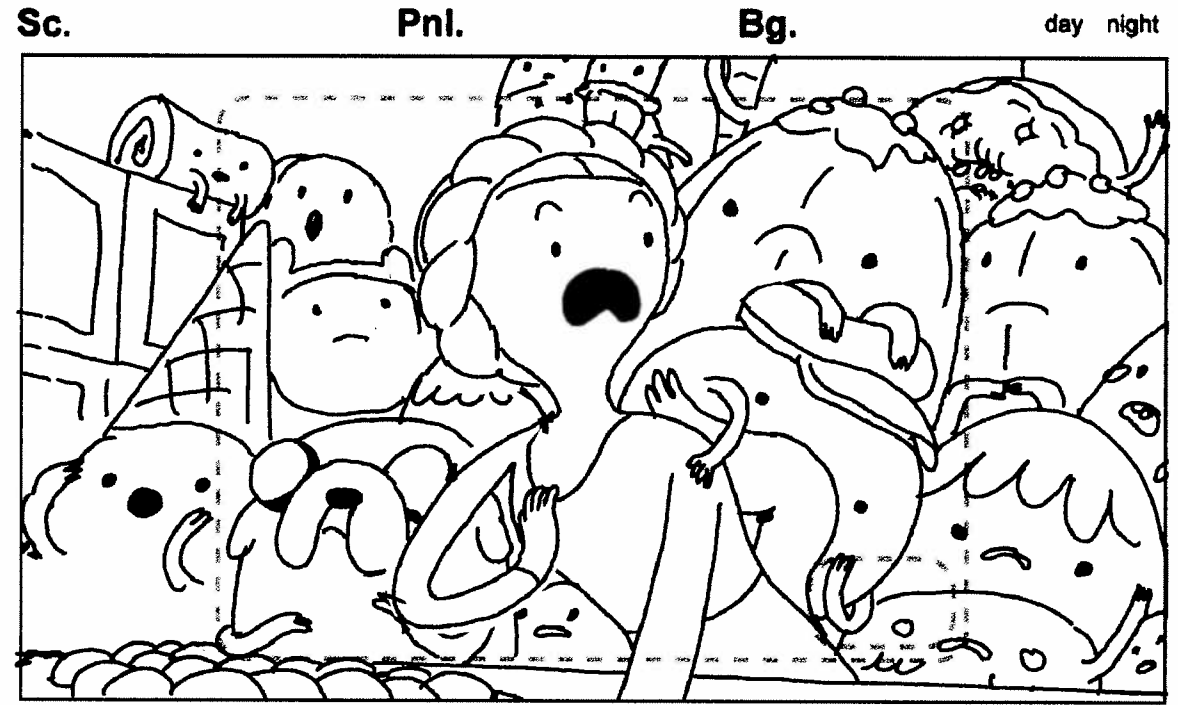
Dialog:	BG #2 / HE GOES TO DIFFERENT ROOMS AND JUST STANDS THERE	BG#1 / IT'S SUPER CREEPY.
Action:		
Timing:		

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# ADVENTURE TIME



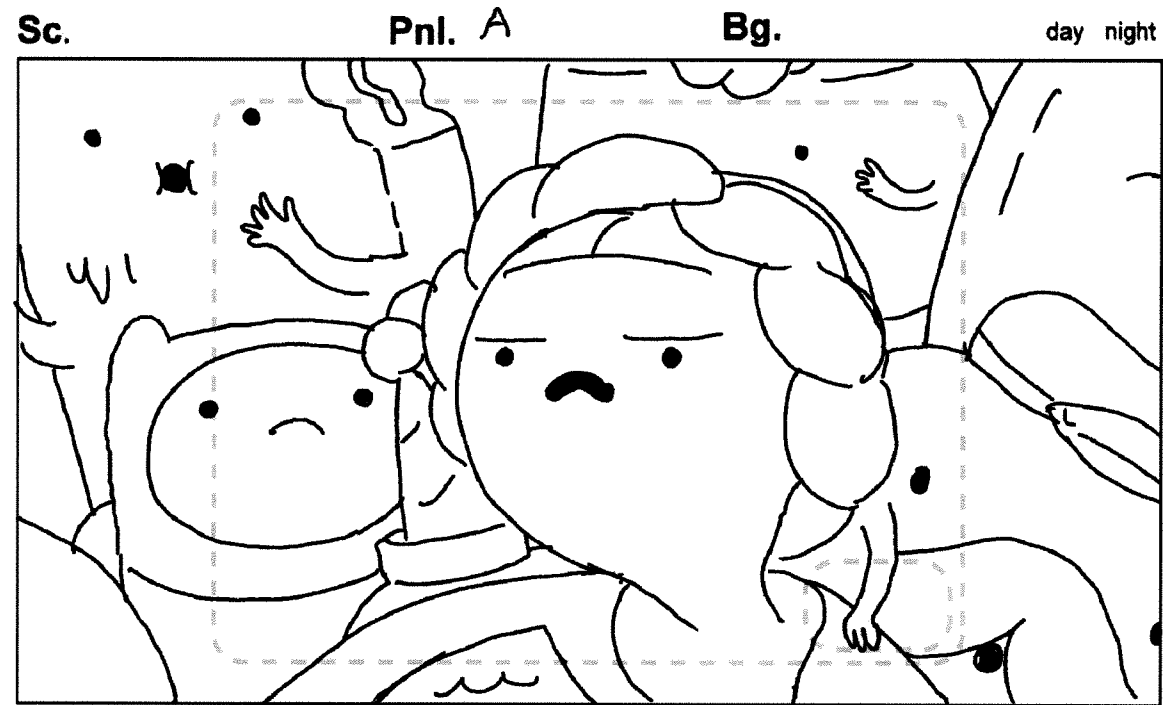
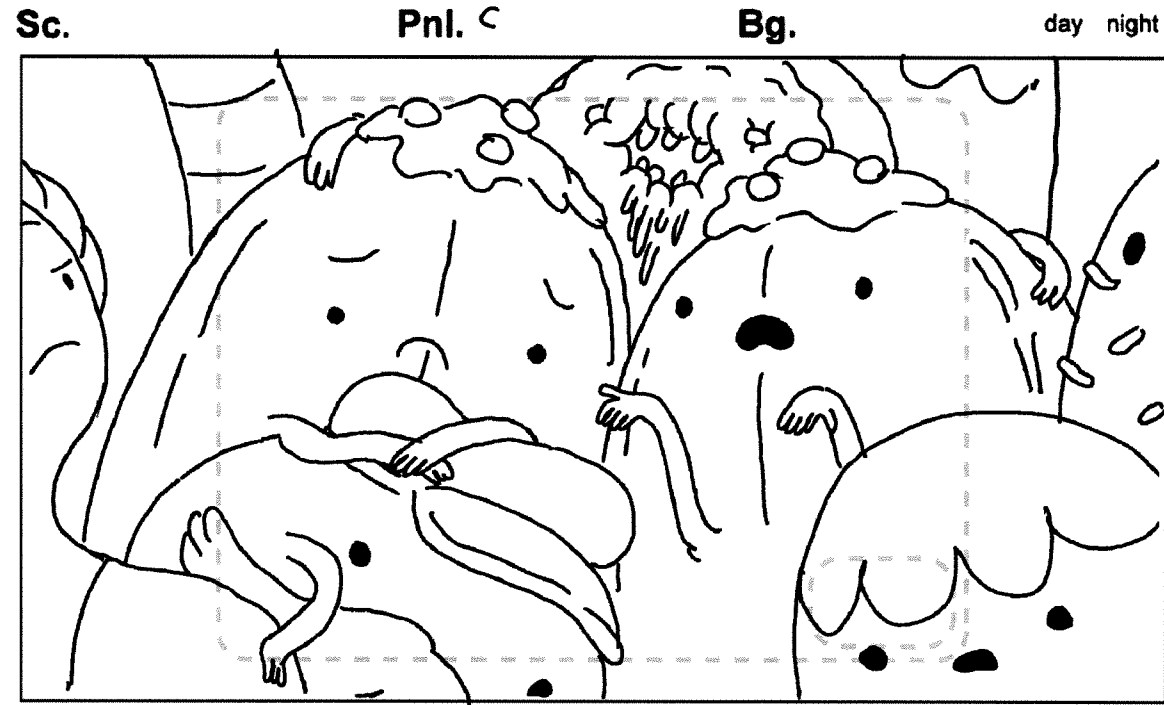
Dialog:	
(PB) / AND YOU DIDN'T TELL ME?!	(BG #1) / IF WE TOLD YOU THEN WE KNEW YOU'D MESS UP OUR WEIRD T.V. SHOW,
Action:	
Timing:	

EPISODE# 100899

Production :

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# ADVENTURE TIME



Dialog:	<div>BG # 2) BANANA GUARDING IS BORING</div>	<div>PB) I'M GONNA TALK TO HIM.</div>
Action:		
Timing:		

EPISODE # 100899

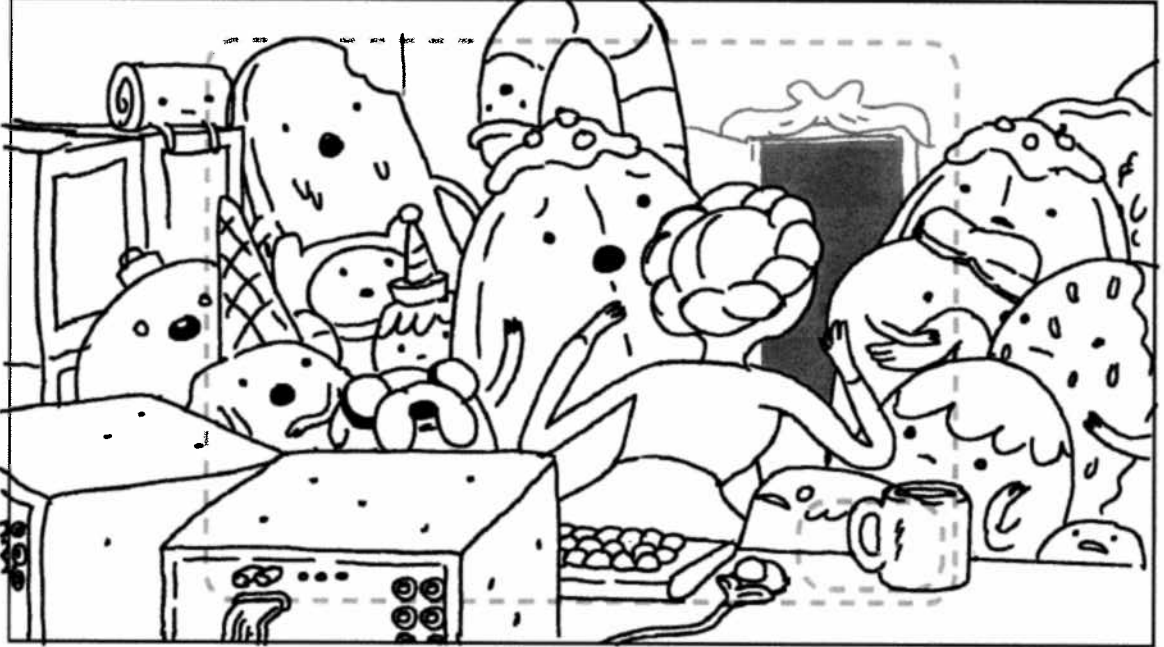
Production :

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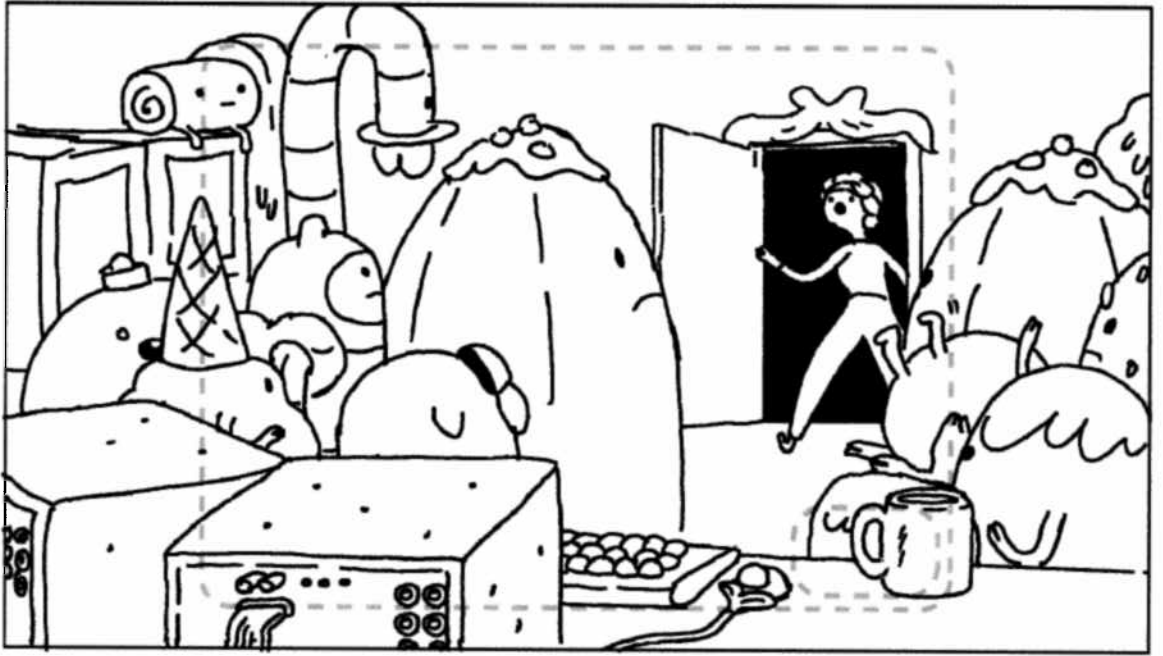
# ADVENTURE TIME



Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	
<p>(BQ # 1) / AW NO ... YOU SEE?</p>	<p>(PB) / SORRY GUYS</p>
Action:	
<p>(STARTCHY KICKIN' HIS LEGS)</p>	
Timing:	

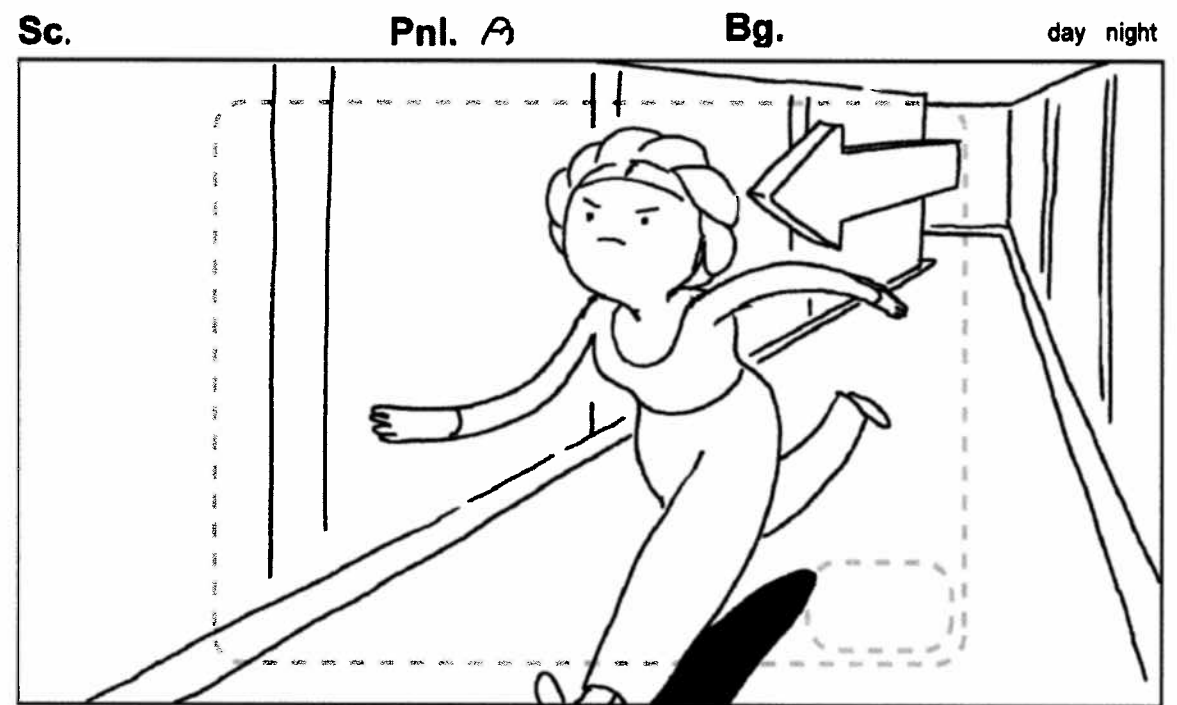
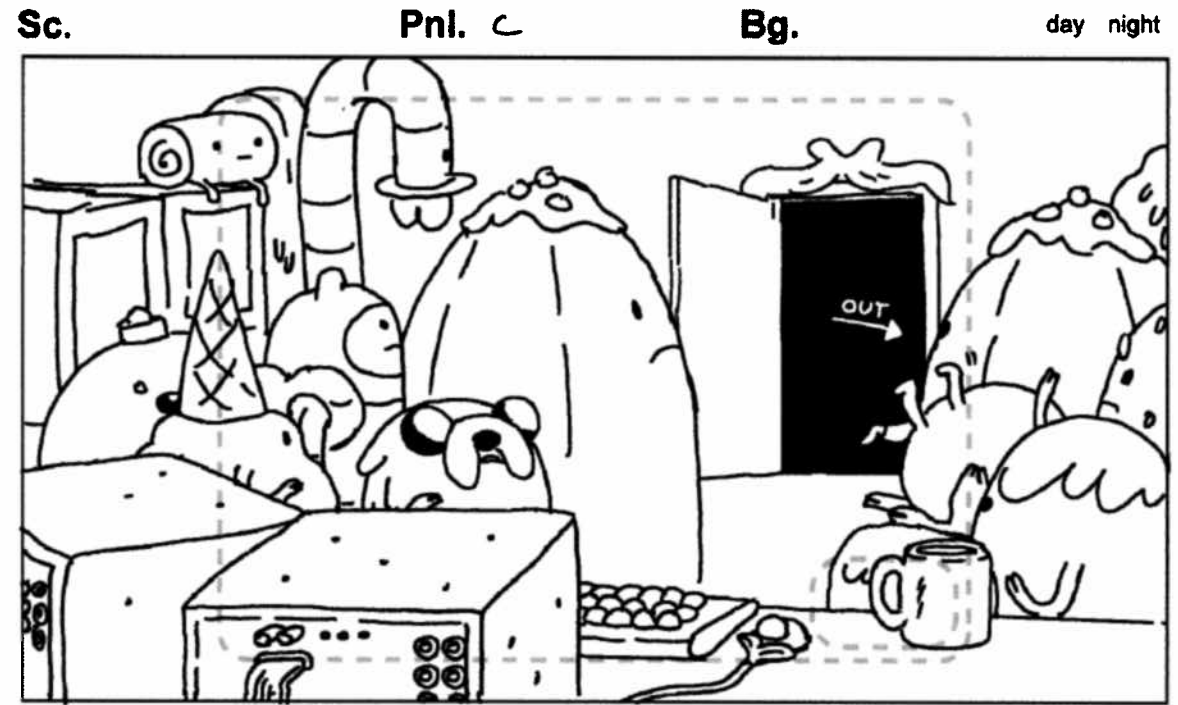
EPISODE # 100899

Production :



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# ADVENTURE TIME

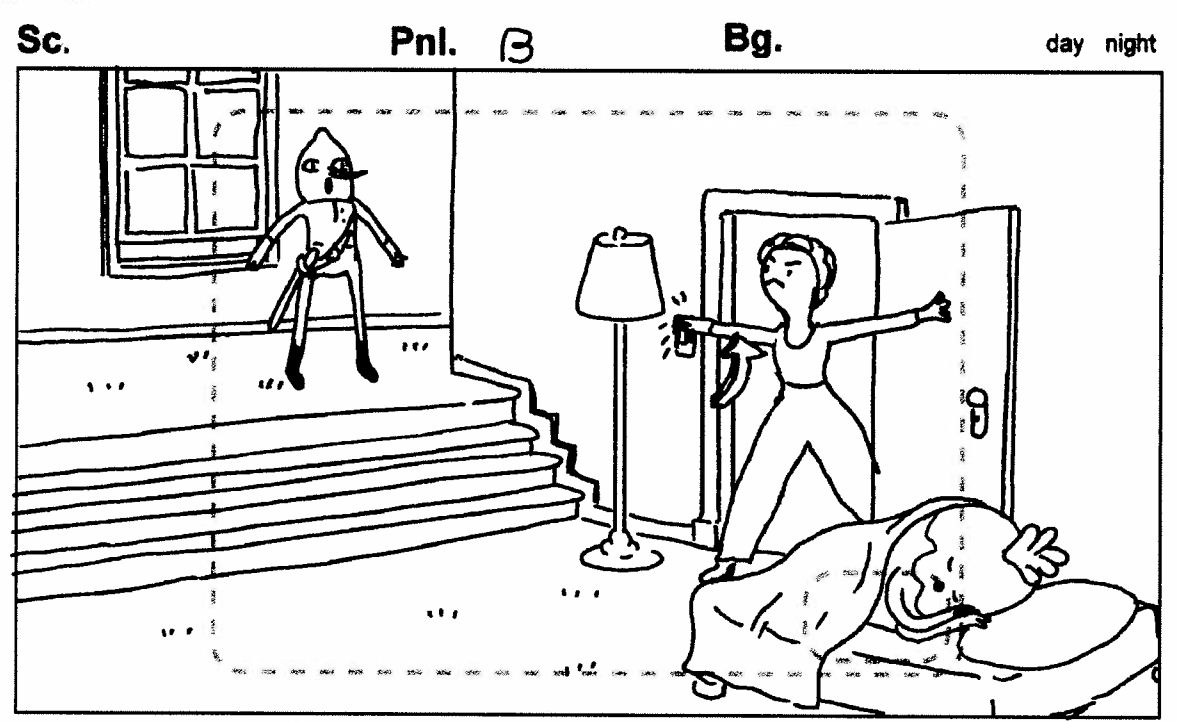
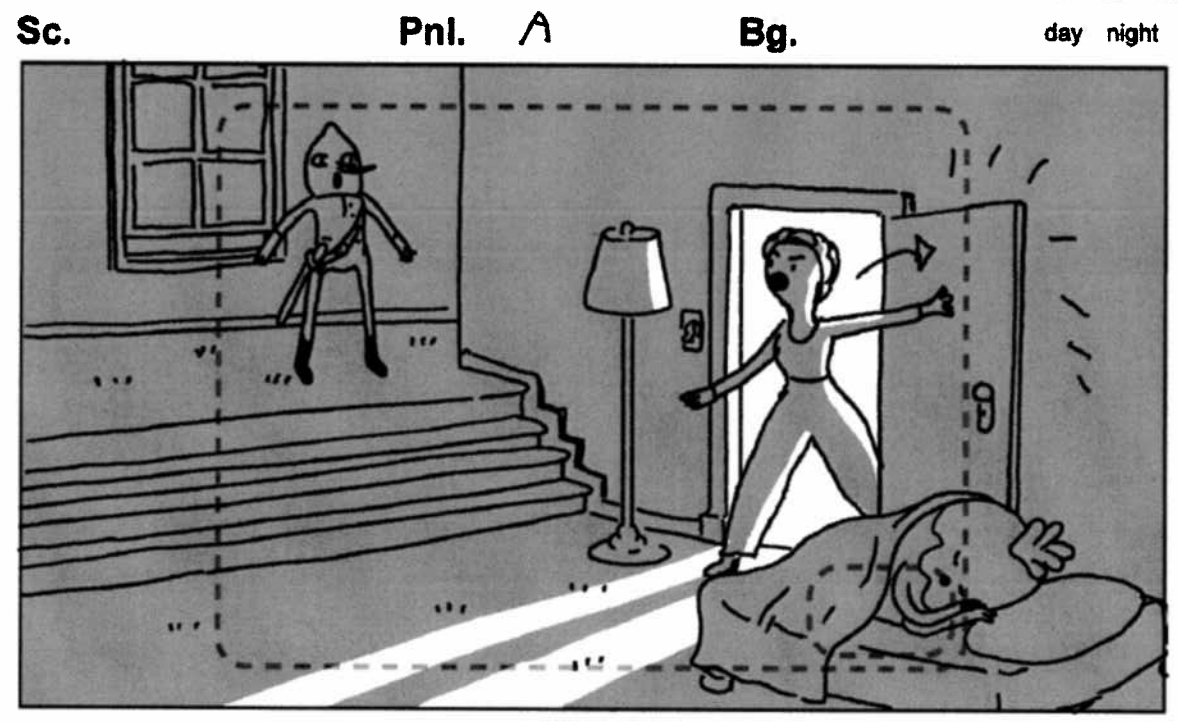


Dialog:
Action: <i>PB running down hallway</i>
Timing:

EPISODE # 100899  
Production :

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ADVENTURE TIME



Dialog:	PB/ Lemon grab!	
Action:	BUSTS OPEN DOOR	SMACKS LIGHT SWITCH
Timing:		

EPISODE # 100899  
Production :

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# ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
	A			

Dialog:	LemonG / NYAA !!
Action:	
Timing:	

EPISODE # 100899

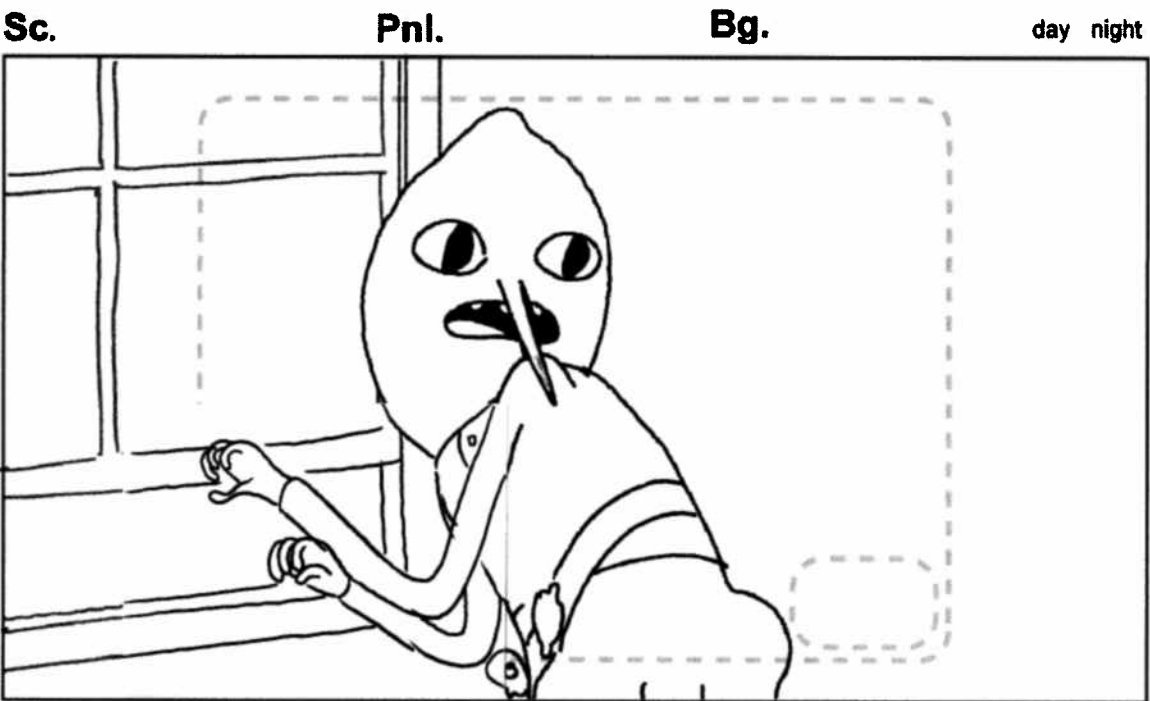
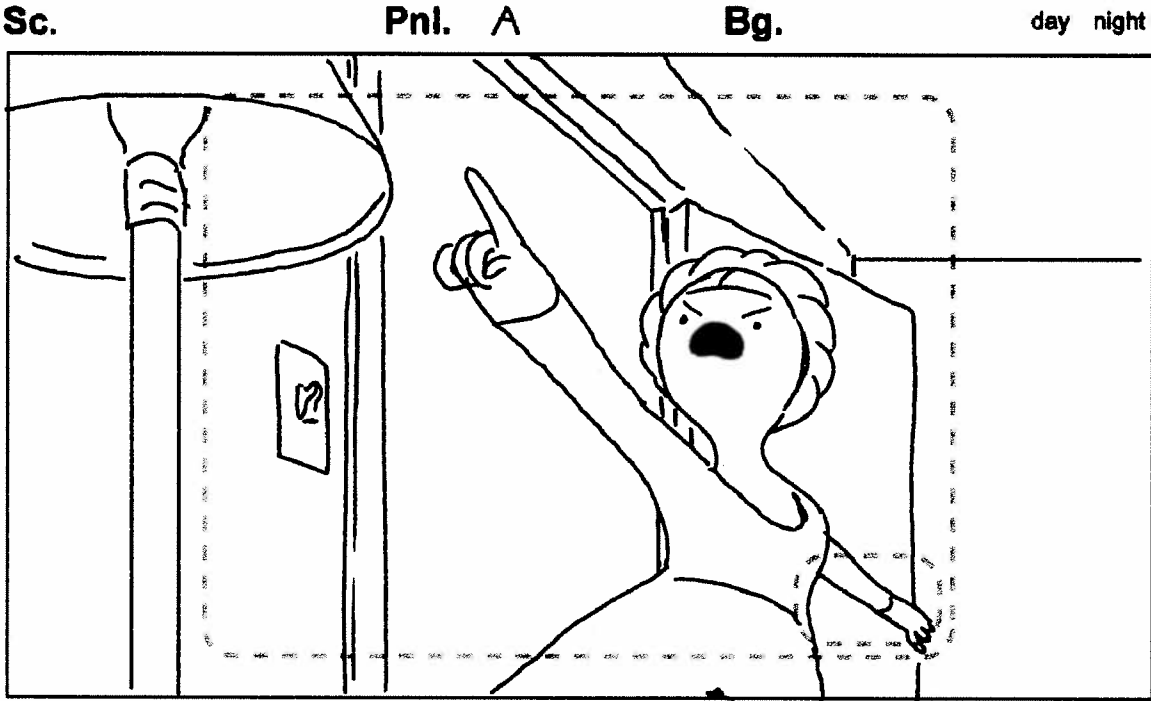
Production :

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# ADVENTURE TIME



Page 42

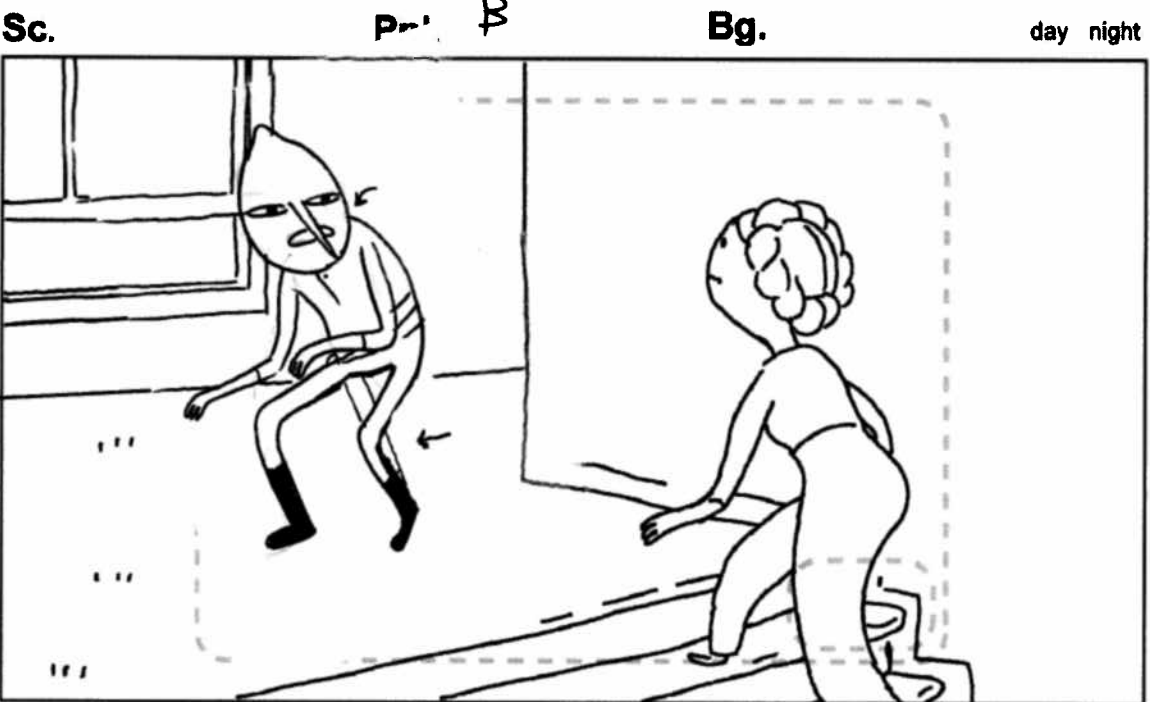
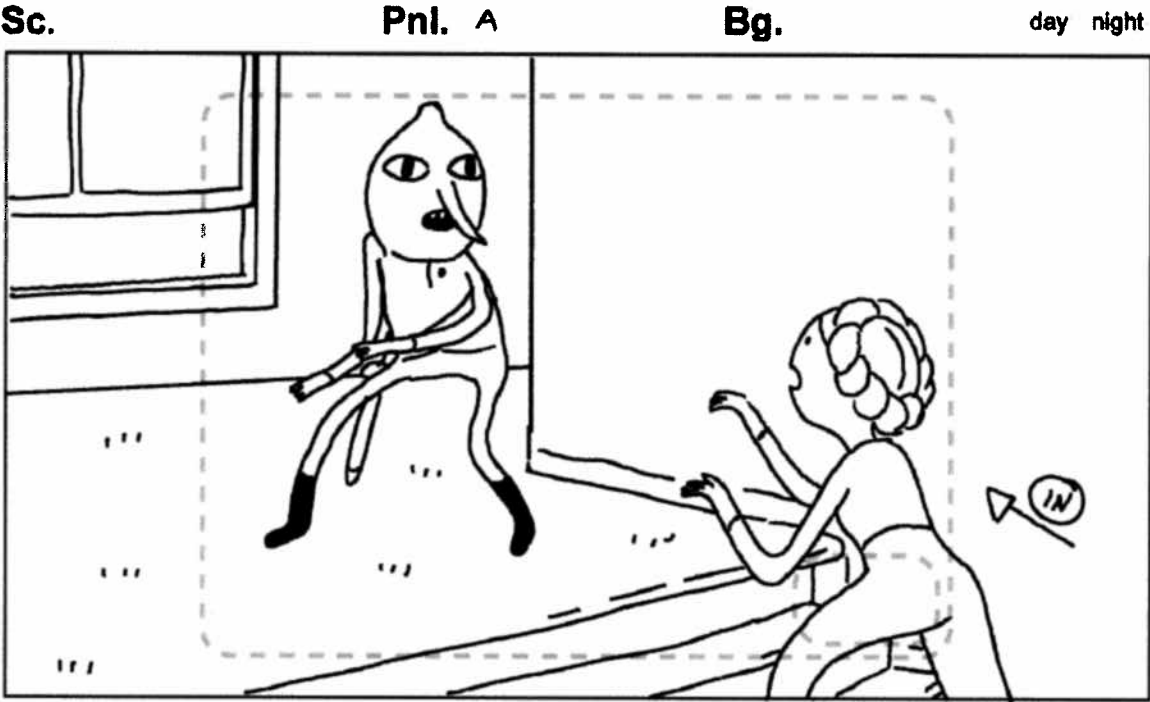


Dialog:	<p>(PB) / why are you stalkin my peeps ?!</p> <p>Lemon G / I am within my rights!</p>
Action:	
Timing:	

EPISODE # 100899

Production :

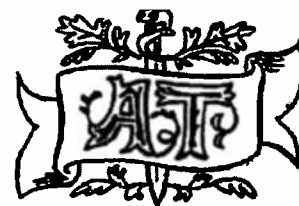
ADVENTURE TIME



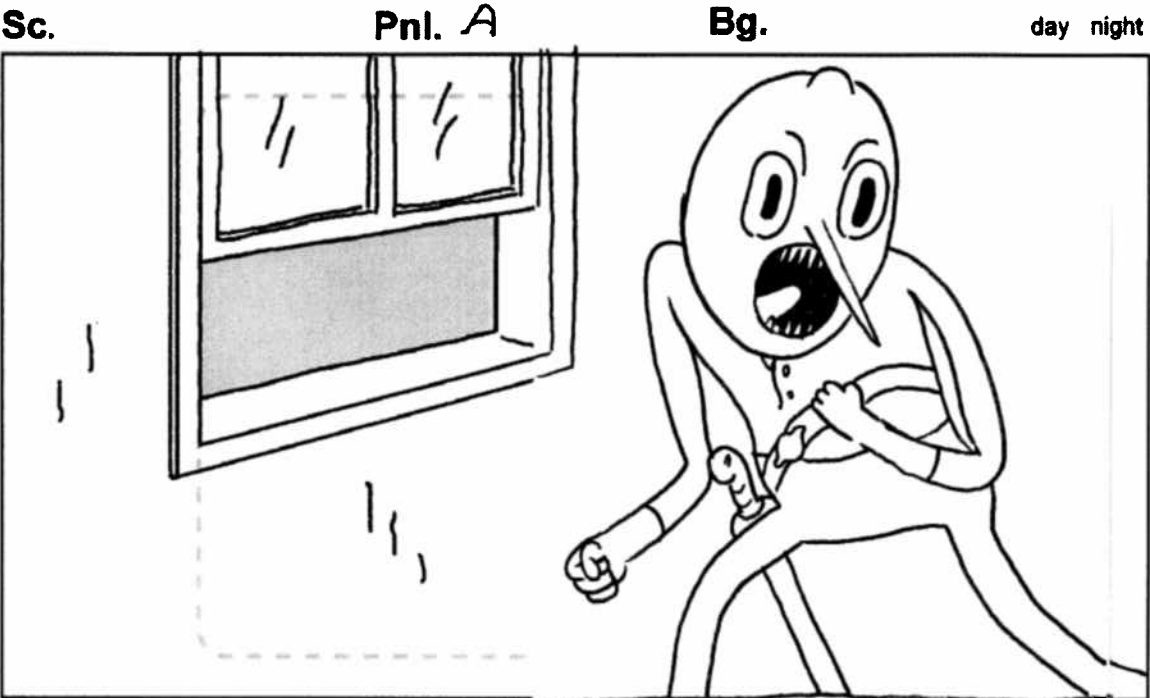
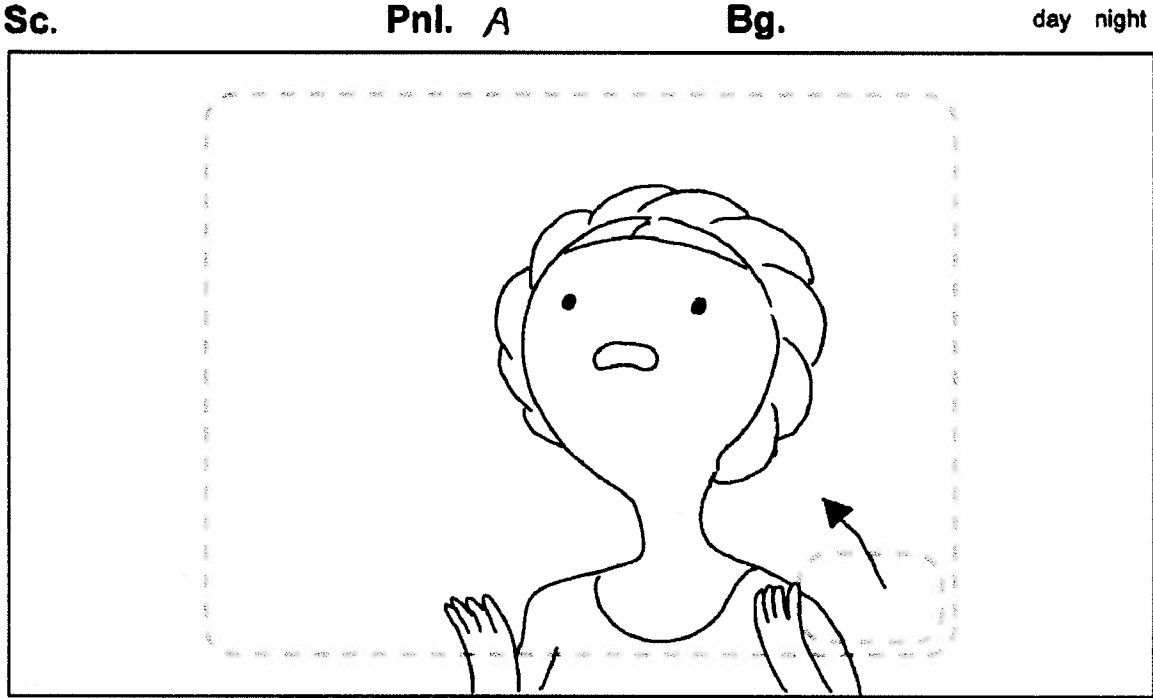
Dialog:	(PB) / YEAH BUT WHAT ARE YOU DOING!? IT'S CREEPING ME OUT	(LG) / eh...I am the Earl.
Action:		
Timing:		

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# ADVENTURE TIME



Page 44

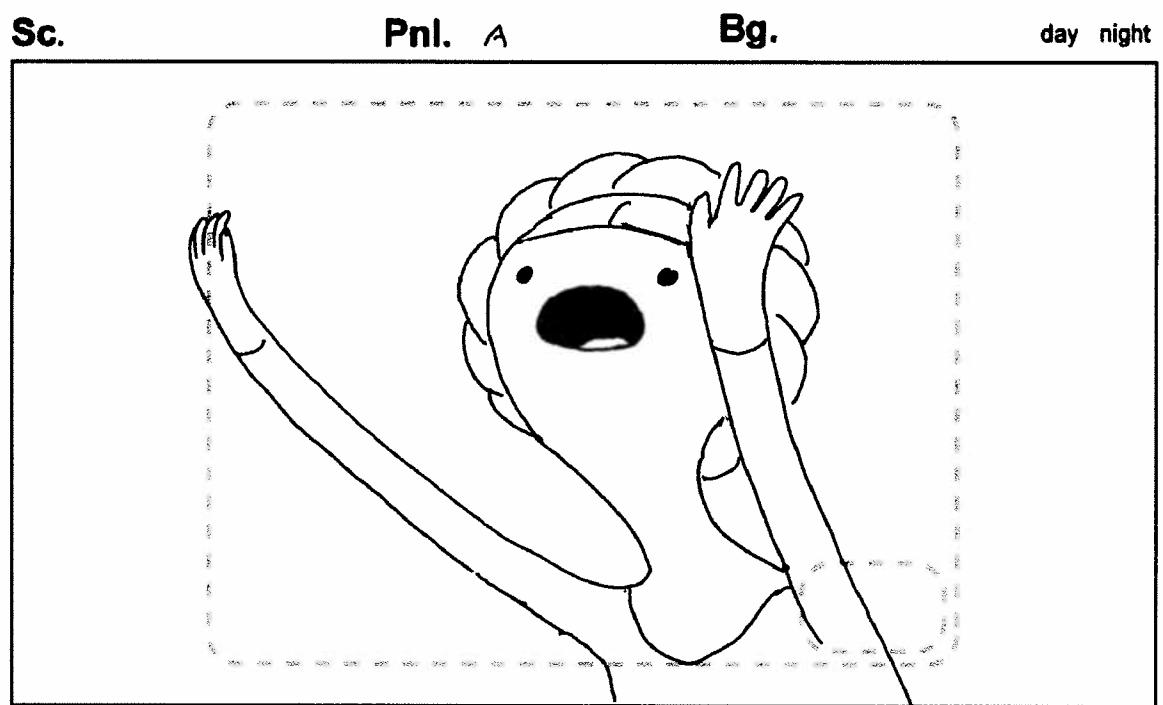
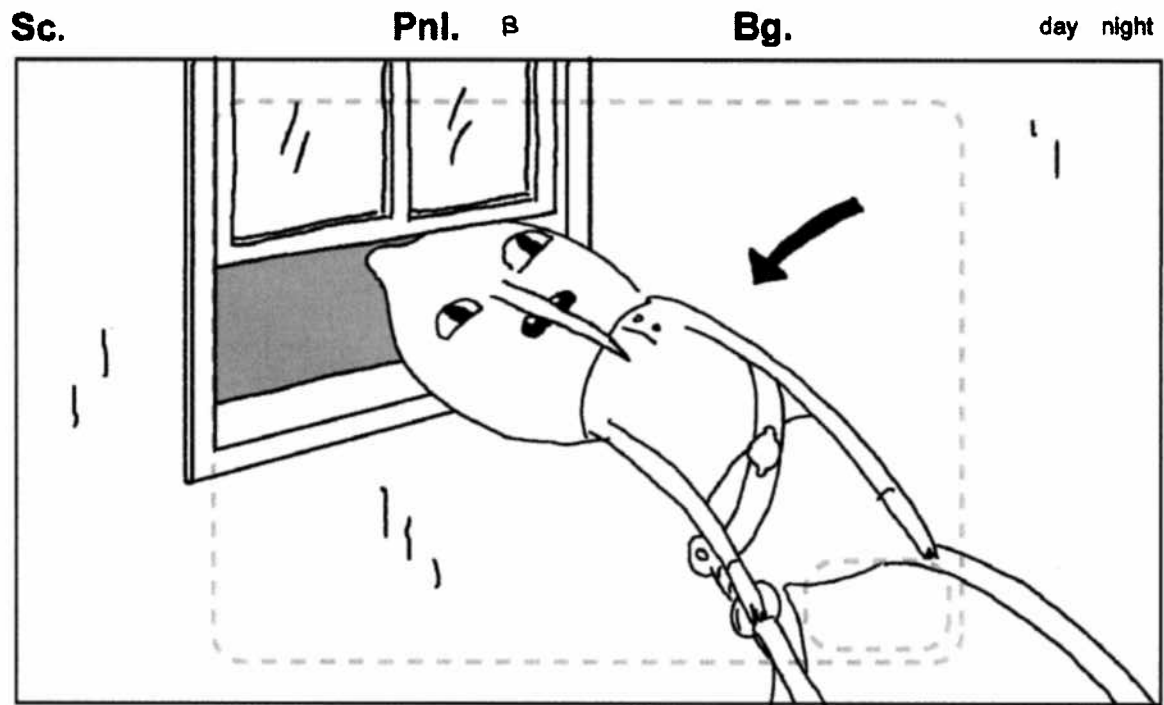


Dialog:	(PB) / YEAH ...?	(LG) / The Earl of Nothing!
Action:		
Timing:		

EPISODE # 100899

Production :

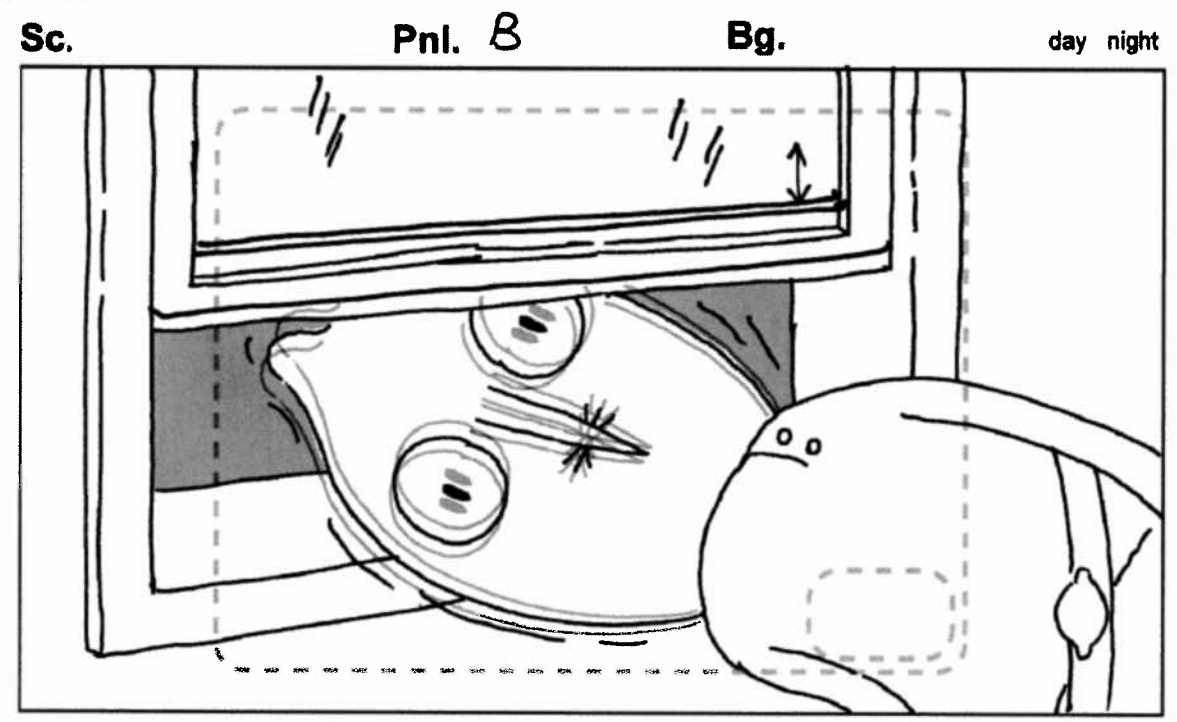
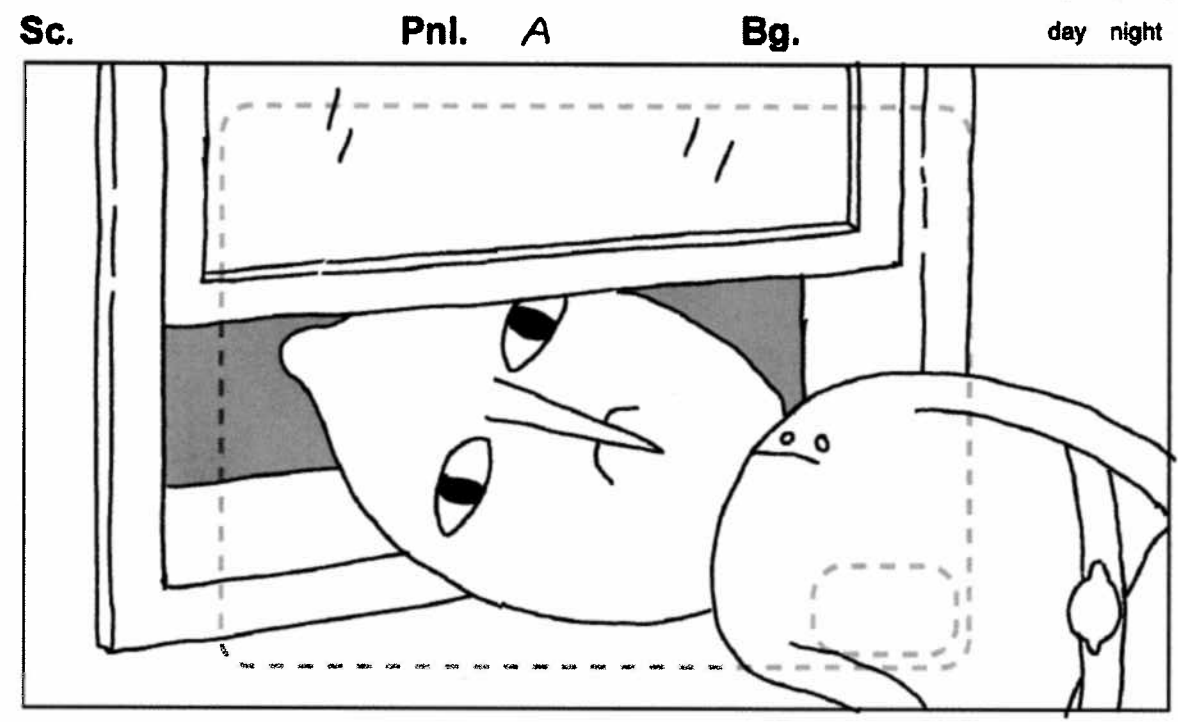
ADVENTURE TIME



Dialog:	(LQ) NYAAA...	(PB) WAIT!
Action:	LEANS SLOWLY.	
Timing:		

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# ADVENTURE TIME



Dialog:	(PB) / WHAT DO YOU MEAN "NOTHING"?!
Action:	. LG SHAKING (WINDOW BUMPS UP/DOWN ↑↓) - EYES BUG OUT
Timing:	

EPISODE # 100899

Production :

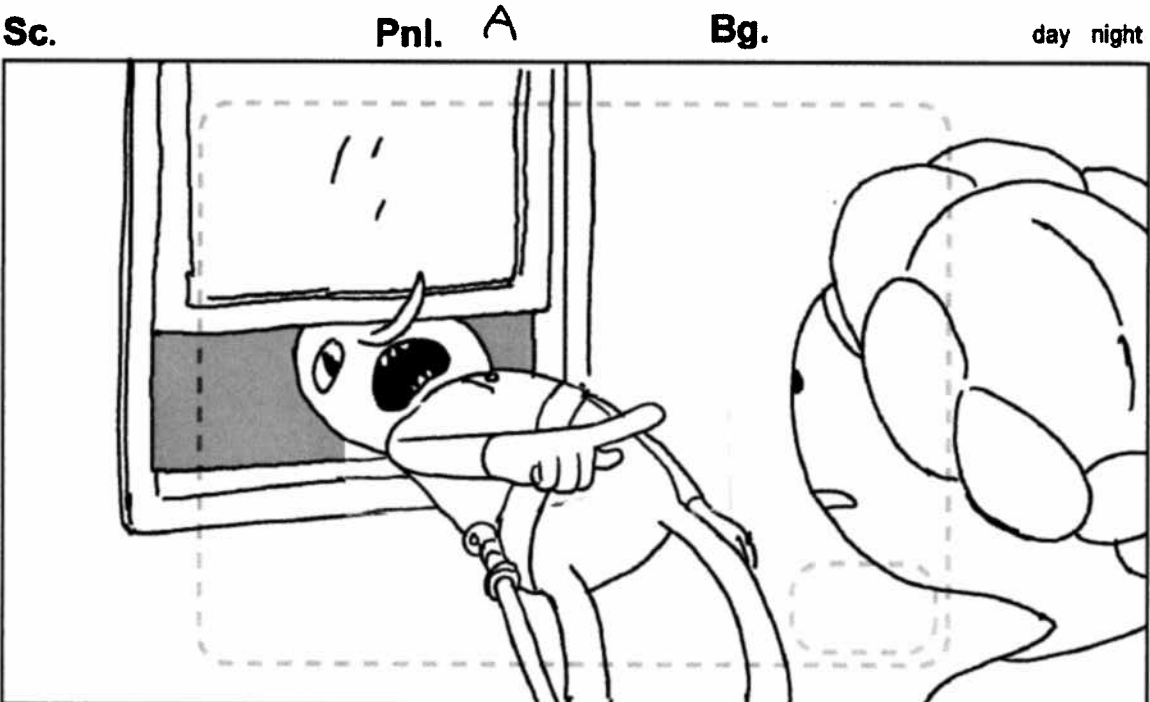
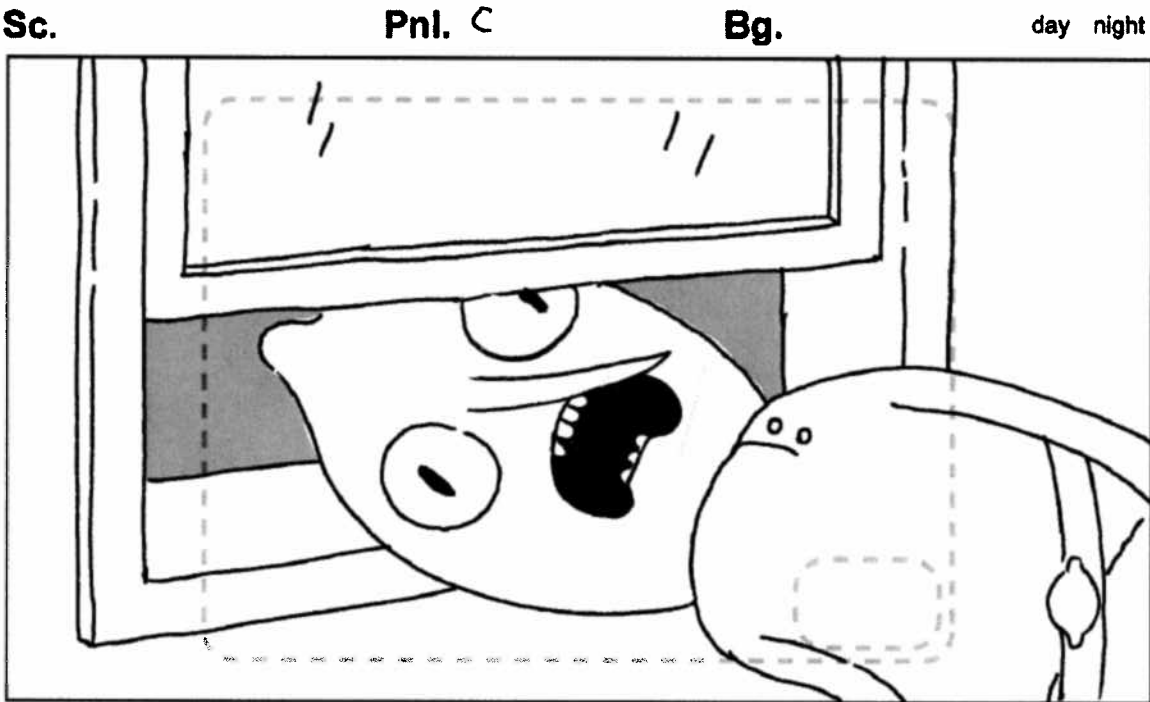


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# ADVENTURE TIME



Page 47

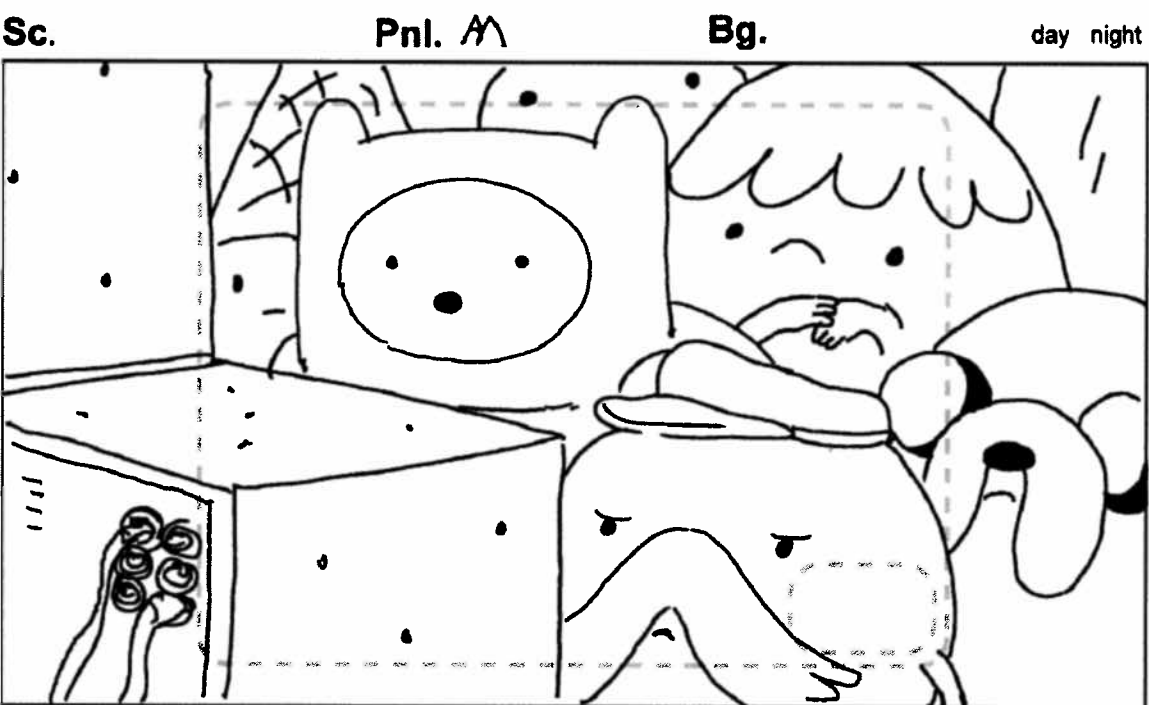
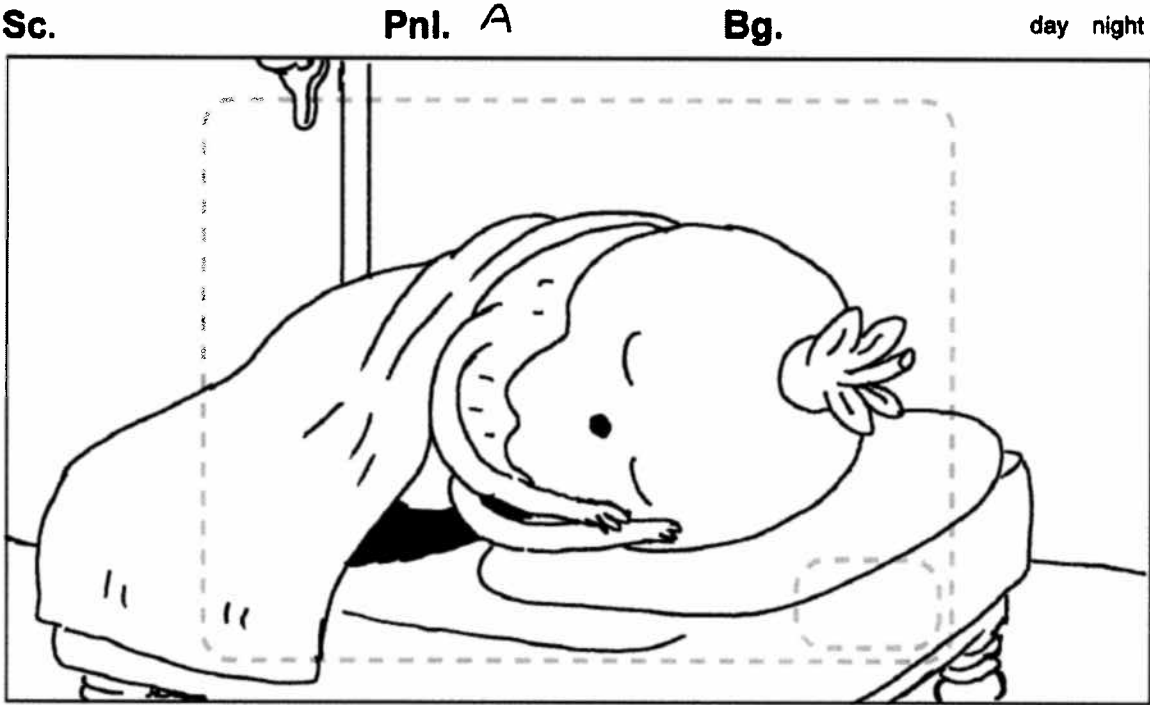


Dialog:	(LQ) / CASTLE LEMONGRAB HAS NO CITIZENS!	(LQ) / YOU HAVE EXCESS CANDIES!
Action:		
Timing:		

EPISODE # 100899

Production :

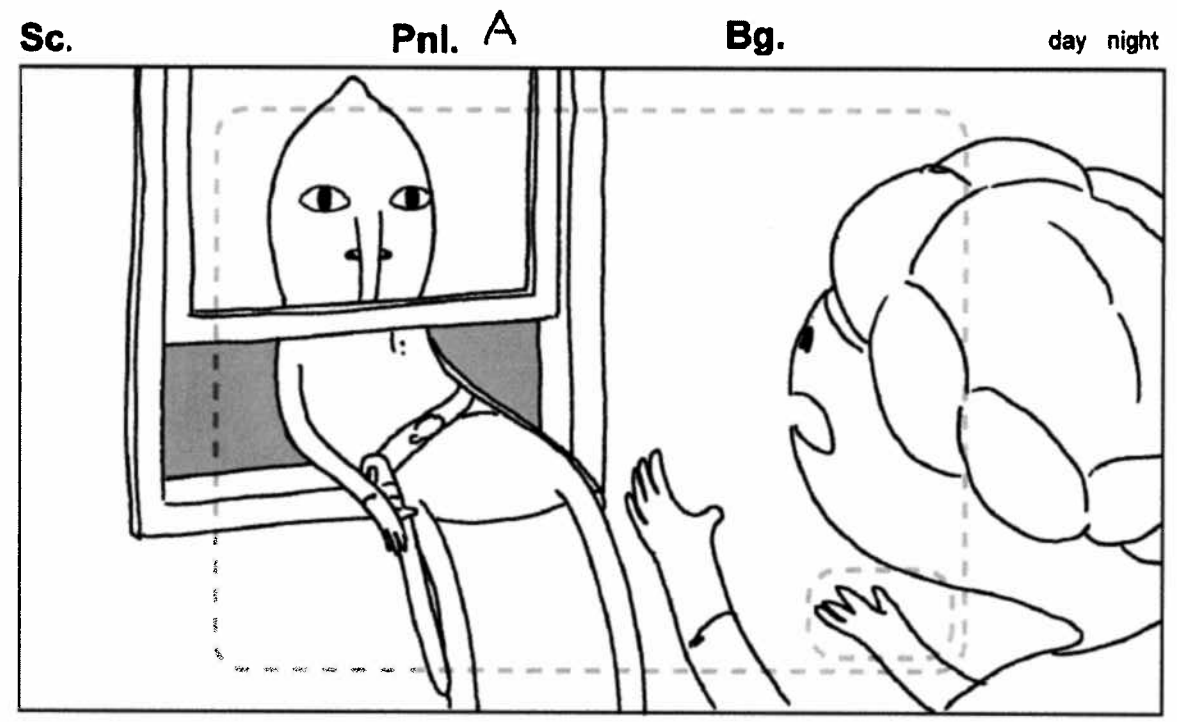
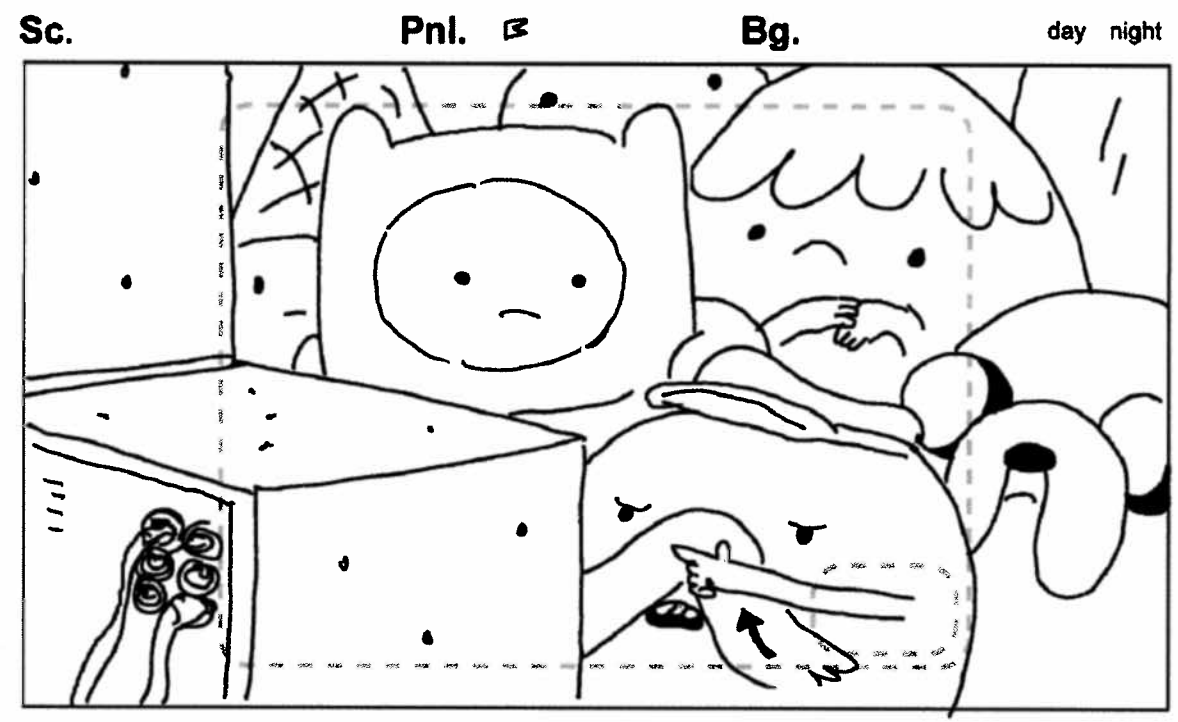
ADVENTURE TIME



Dialog:	(LG) YOV MUST DONATE!	(LG) DONATE!
Action:	(watching on security camera)	
Timing:		

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# ADVENTURE TIME



Dialog:	<p>STARCHY// IN YOUR DREAMS YOU FREAK!</p>	<p>(PB)/ BUT YOU DON'T GET ALONG WITH OTHERS! I DON'T UNDERSTAND YOU, LEMONGRAB.</p>
Action:		
Timing:		

EPISODE # 100899

Production :

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# ADVENTURE TIME



Sc. Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

Dialog:	LEMON GRAB / NO ONE	LEMON GRAB / NO ONE UNDERSTANDS!
Action:		
Timing:		

EPISODE # 100899

Production :

# ADVENTURE TIME

Page 51

A diagram of a face with a large nose and a downward arrow pointing to the right side of the nose.

Sc. Pnl. A Bg. day night

**Dialog:**

① LG / I am alone

Ⓛⓖ1 - and you made me like this !!

**Action:**

(FALLS OUT WINDOW)

**Timing:**

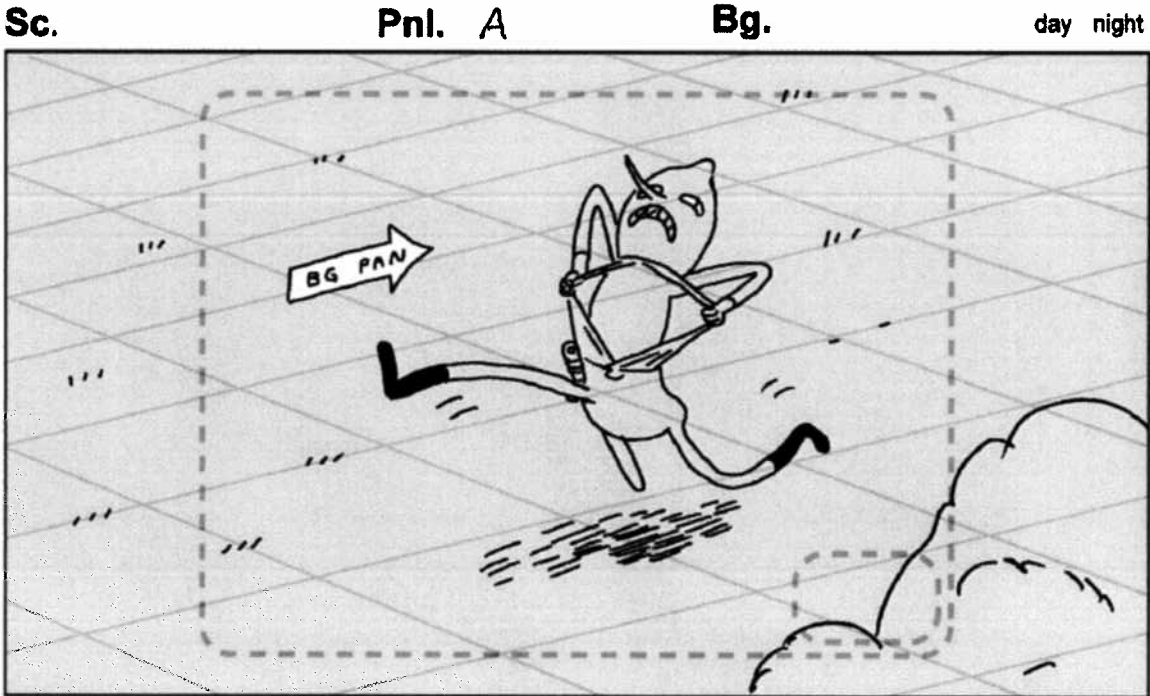
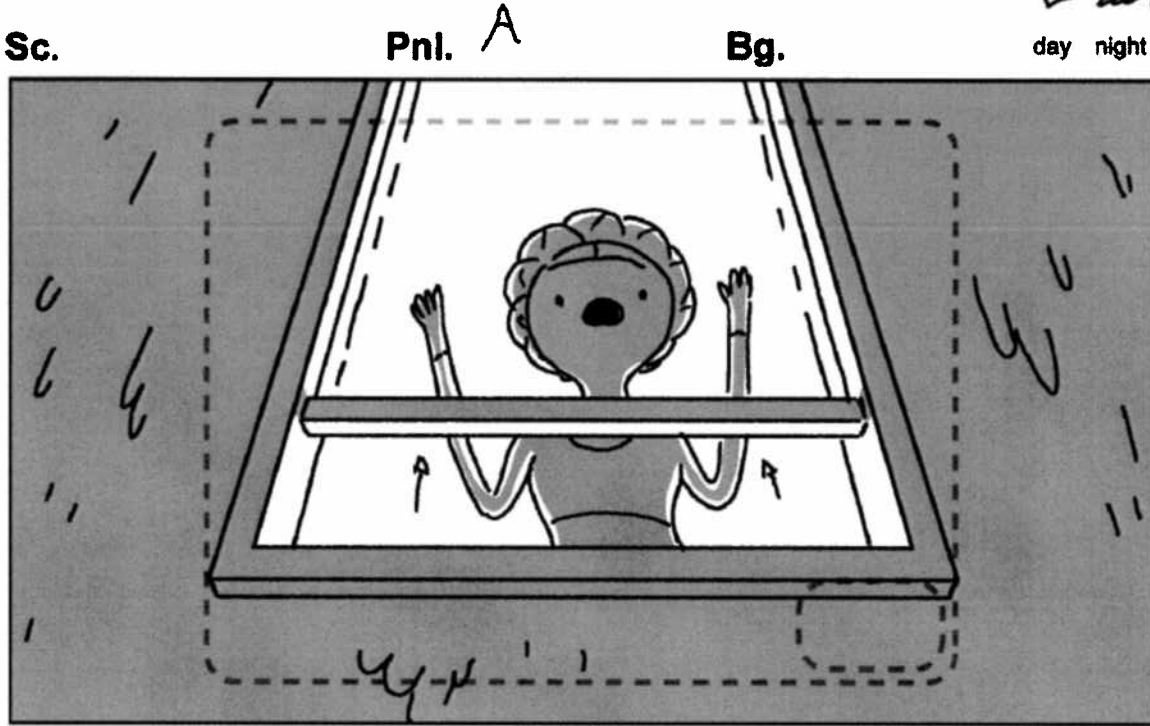
**EPISODE # 10899**

**Production :**

# ADVENTURE TIME



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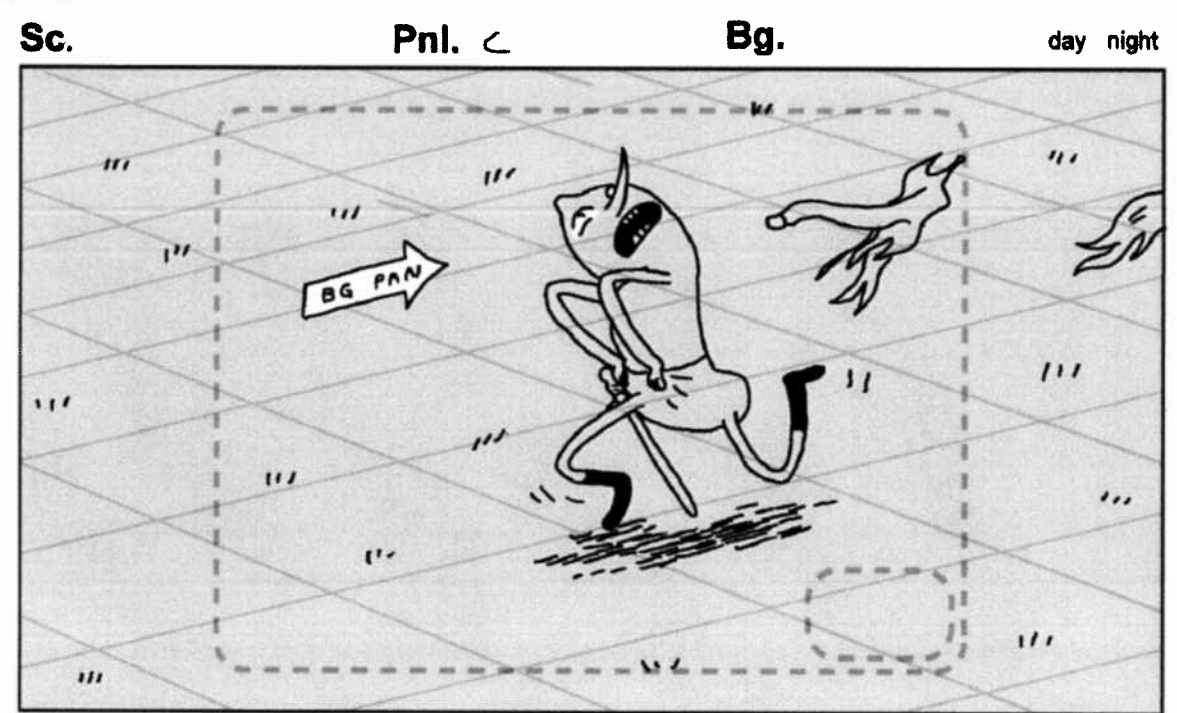
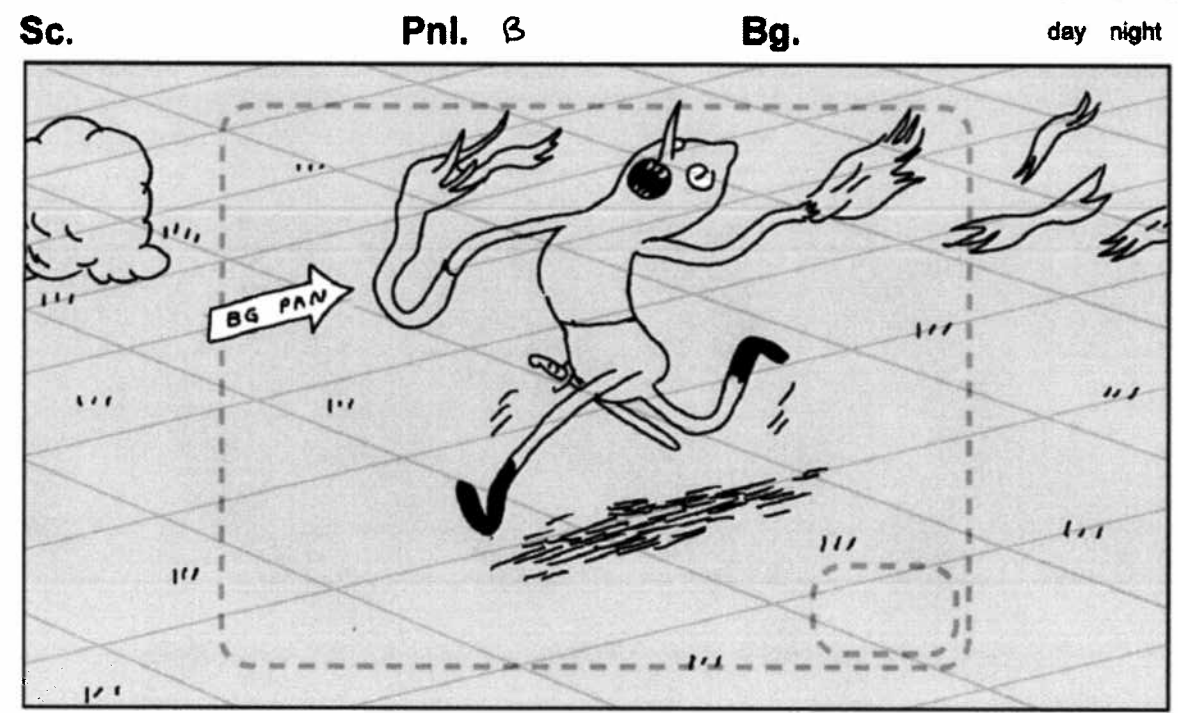
Dialog:	(LG) / YOU MADE ME!!	(LG) / YOU MADE ME!!
Action:	(P.B. RUNS UP TO WINDOW)	- LG RUNNING INTO THE NIGHT SCREAMING, RIPPING OFF CLOTHES
Timing:		

EPISODE # 100899

Production :

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# ADVENTURE TIME



Dialog:	LG / YOU'RE	LG / MY
Action:		
Timing:		

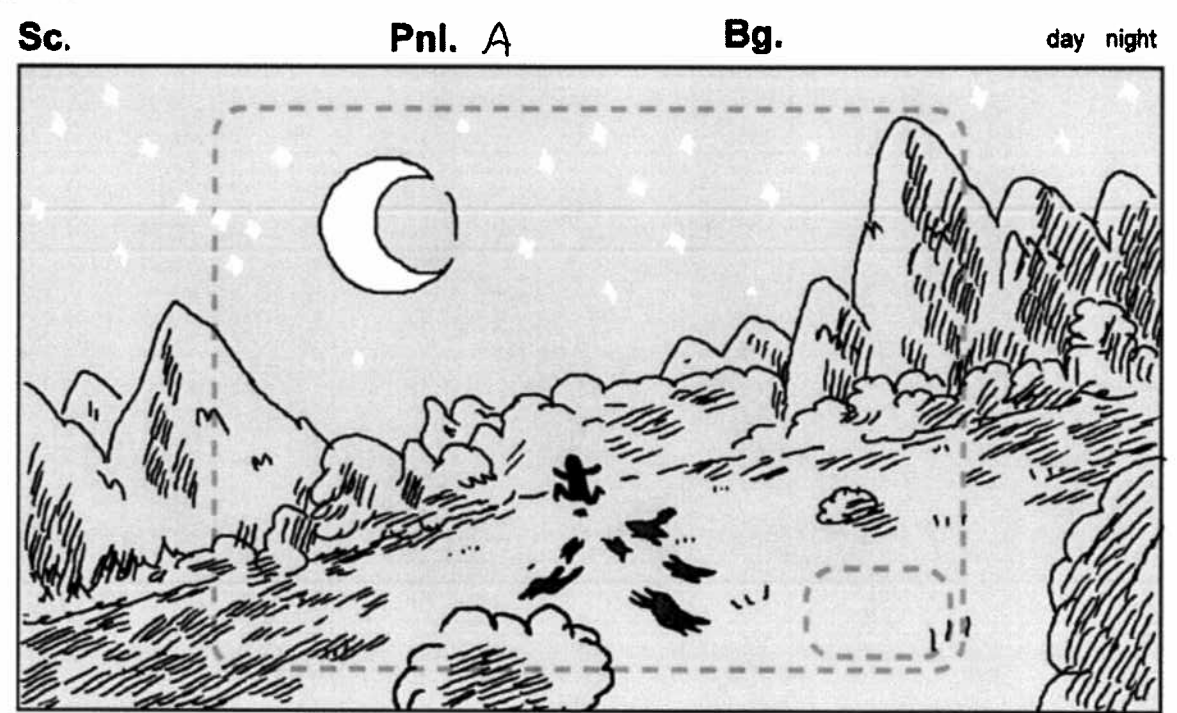
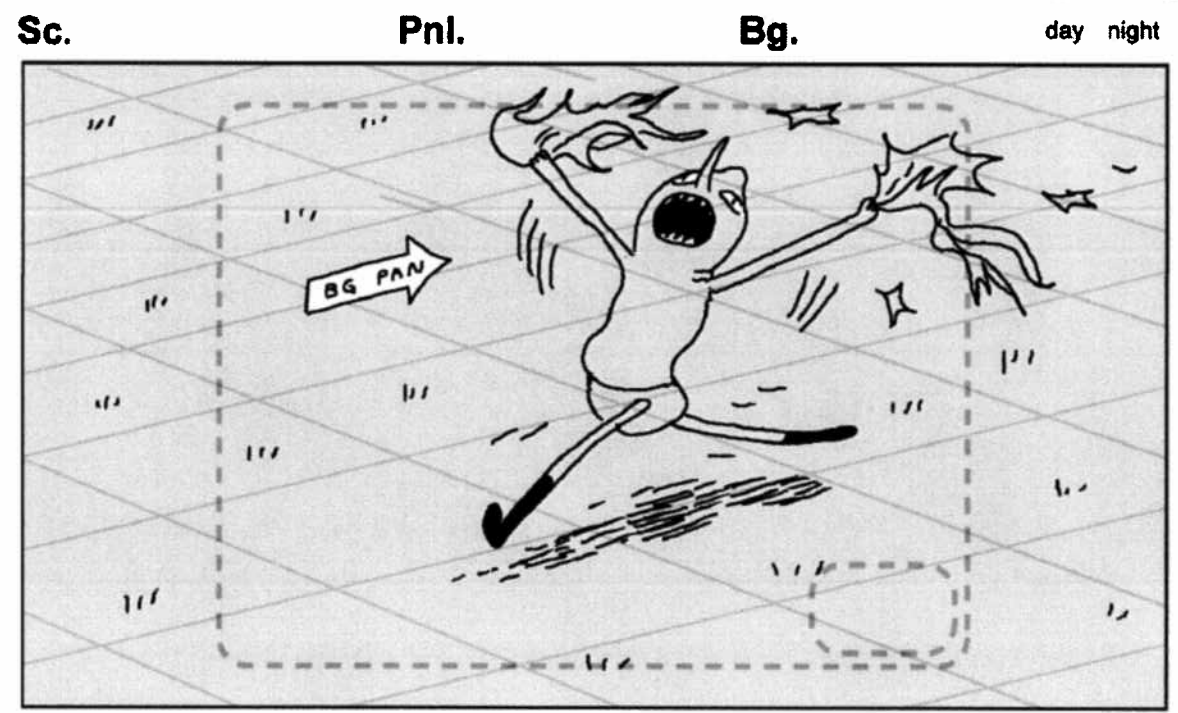
EPISODE # 100899

Production :



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# ADVENTURE TIME



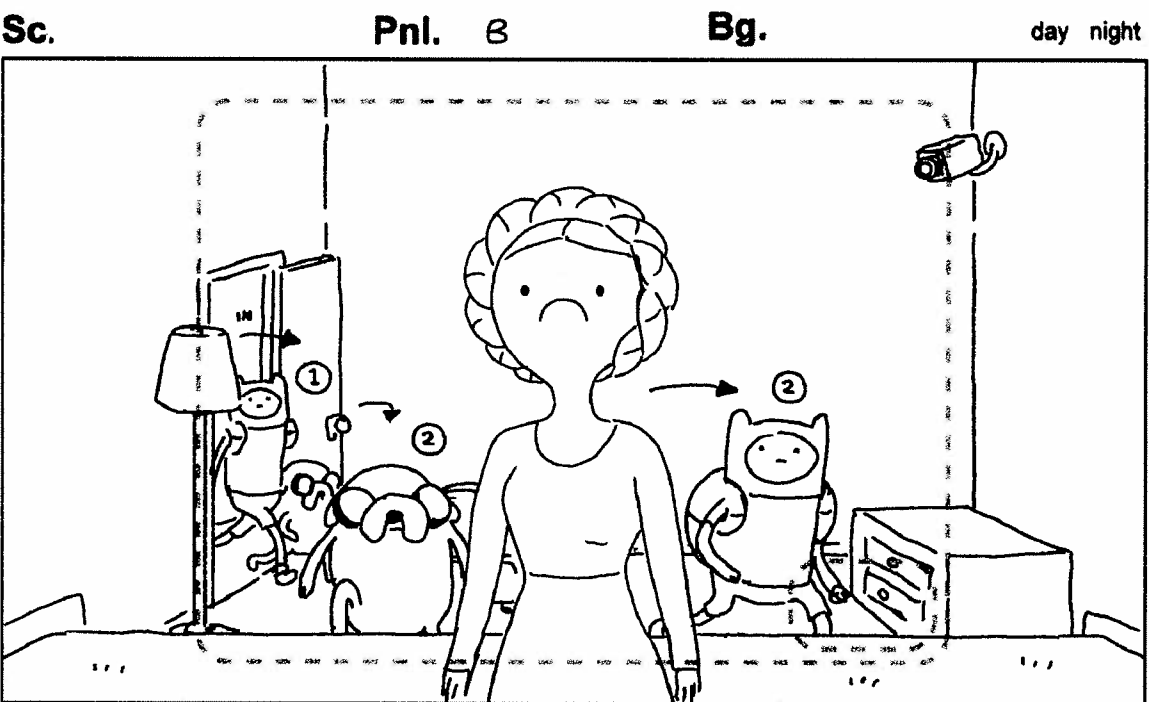
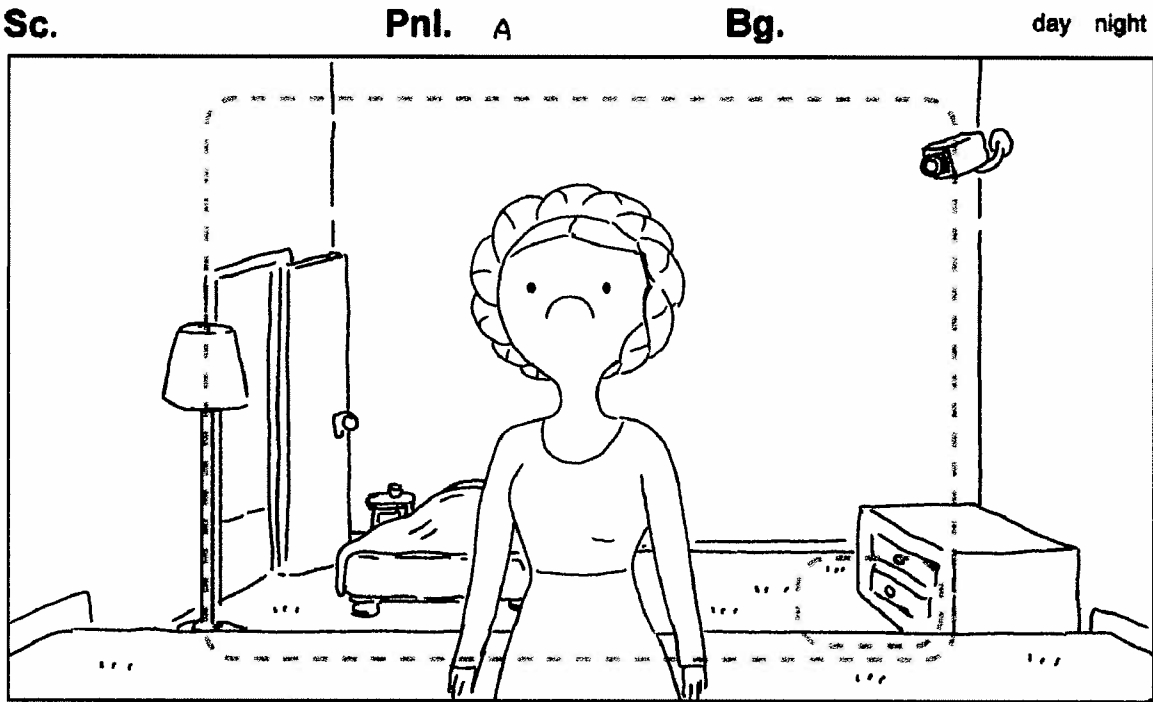
Dialog:	
(LG) 1 - G L O B B ! !	(LG) 1 YOU'RE MY GLOB ! !
Action:	
RUNS INTO THE NIGHT	
Timing:	

EPISODE # 100899

Production :

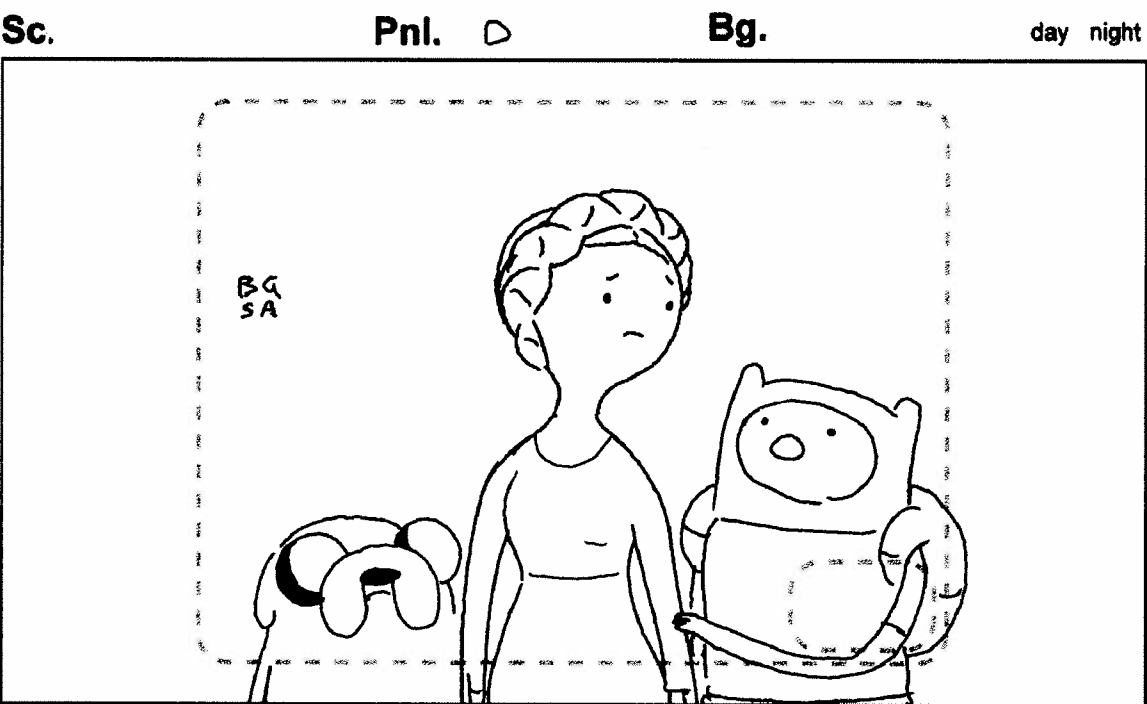
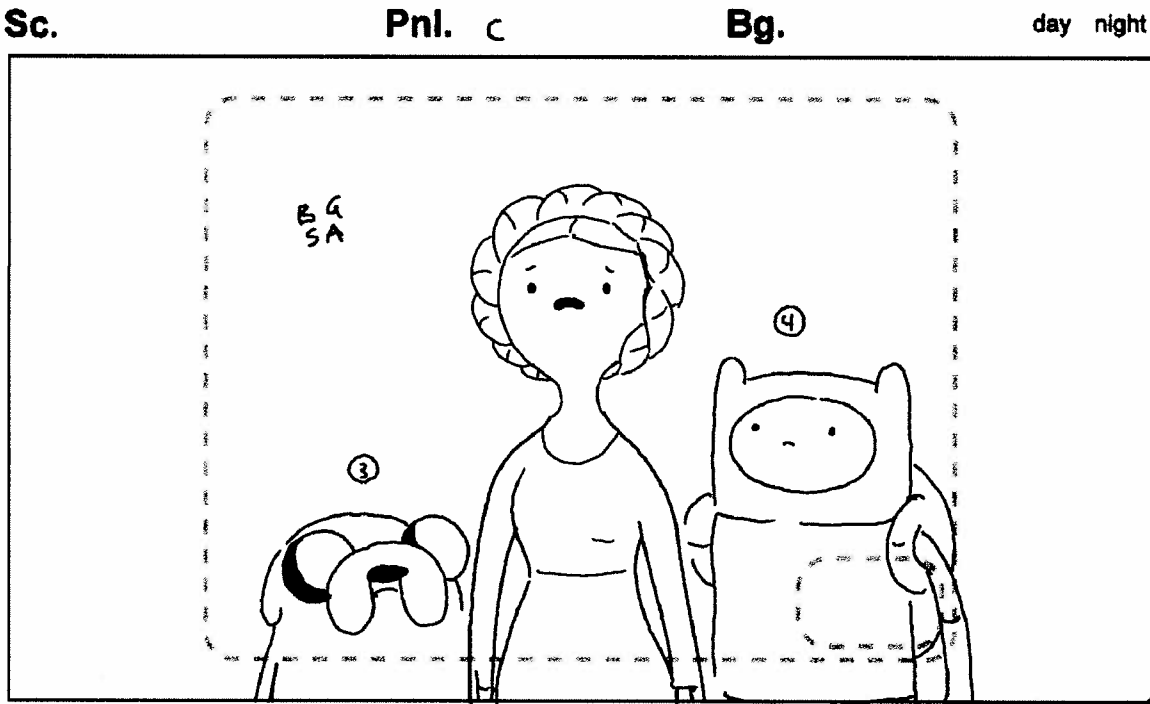


# ADVENTURE TIME



Dialog:
Action: <p>F+J run up next to her</p>
Timing:

ADVENTURE TIME



Dialog:	(PB) / SIGH	(F) / WHAT'RE WE GONNA DO?
Action:	(JAKE GETS TO PB BEFORE FINN) - PB SIGHS, SHOULDERS DROP.	
Timing:		

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# ADVENTURE TIME



Sc. Pnl. E Bg. day night

Sc. Pnl. Bg. day night

Dialog:

(PB) / SOMETHING TOTALLY BUM SLOPS.

Action:

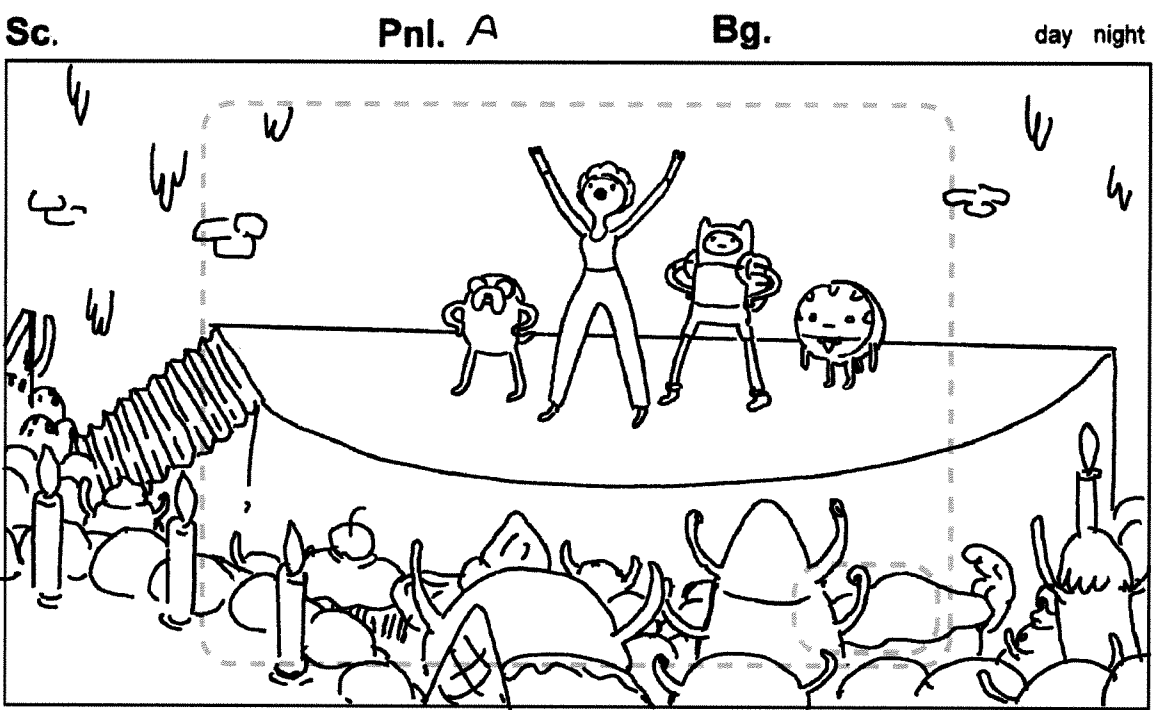
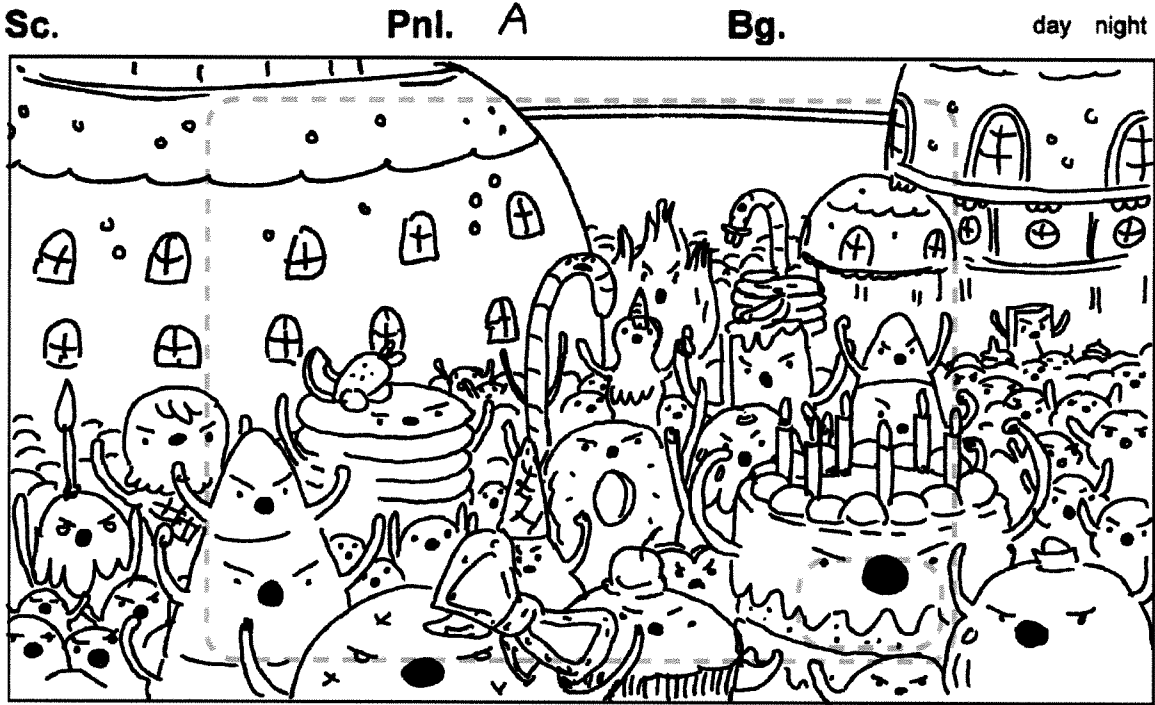
Timing:

EPISODE # 100899

Production :

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# ADVENTURE TIME



Dialog:	CANDY PEOPLE WALLA/ NO! NO! WE WON'T GO!	(PB) / LISTEN SWEET CITIZENS! PLEASE TRY TO UNDERSTAND!
Action:		
Timing:		

EPISODE # 100899

Production :

ADVENTURE TIME



Sc. Pnl. A Bg. day night

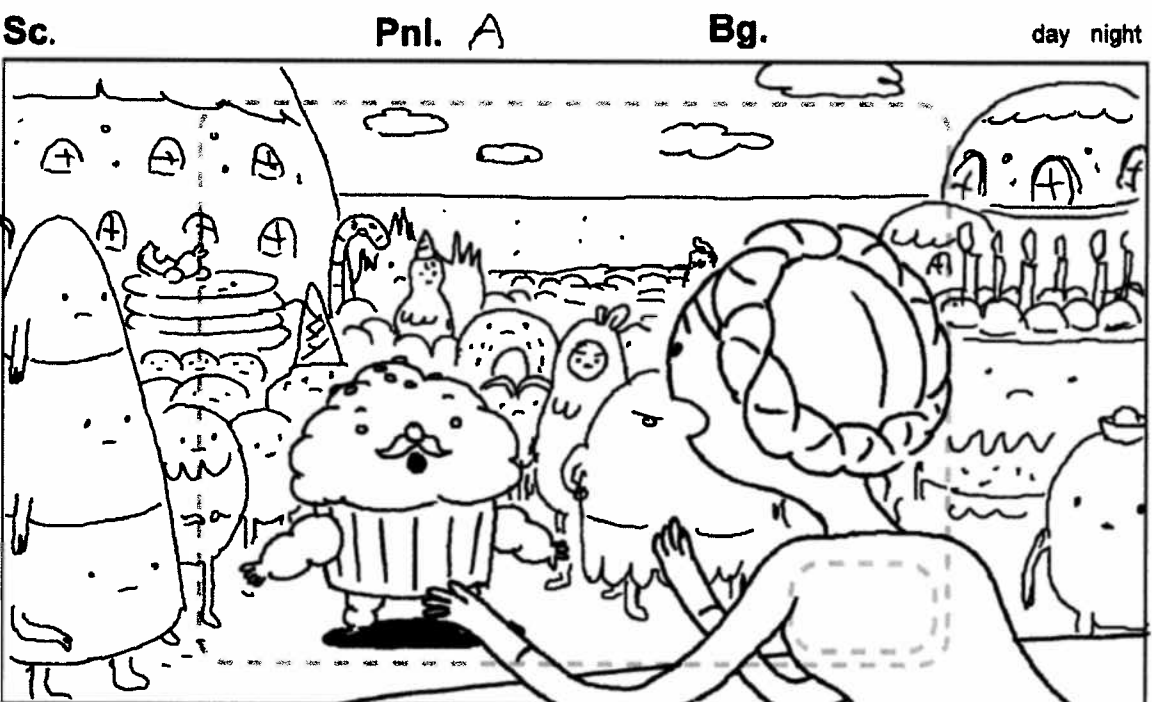
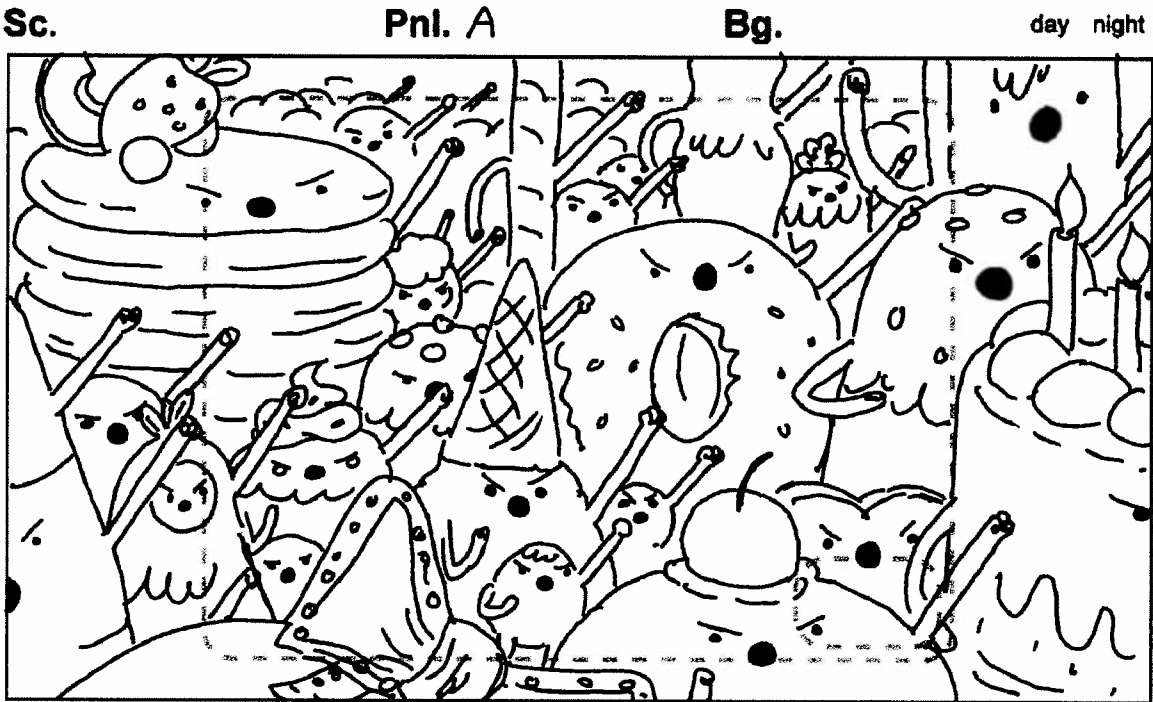
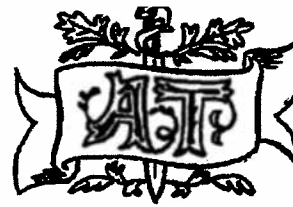
Sc. Pnl. B Bg. day night

Dialog:	(PB) / ALL I NEED IS THREE HEALTHY VOLUNTEERS TO MOVE IN WITH LEMONGRAB	(PB) / HE'S ALL BY HIMSELF WITH NO ONE TO GOVERN !
Action:		
Timing:		

EPISODE # 100899

Production :

ADVENTURE TIME



Dialog:

CANDY PEOPLE WALLA/ NO! NO!  
WE WON'T GO!

(PB)/ COME ON MR. CUPCAKE ...  
JUST FOR A LITTLE WHILE!

Action:

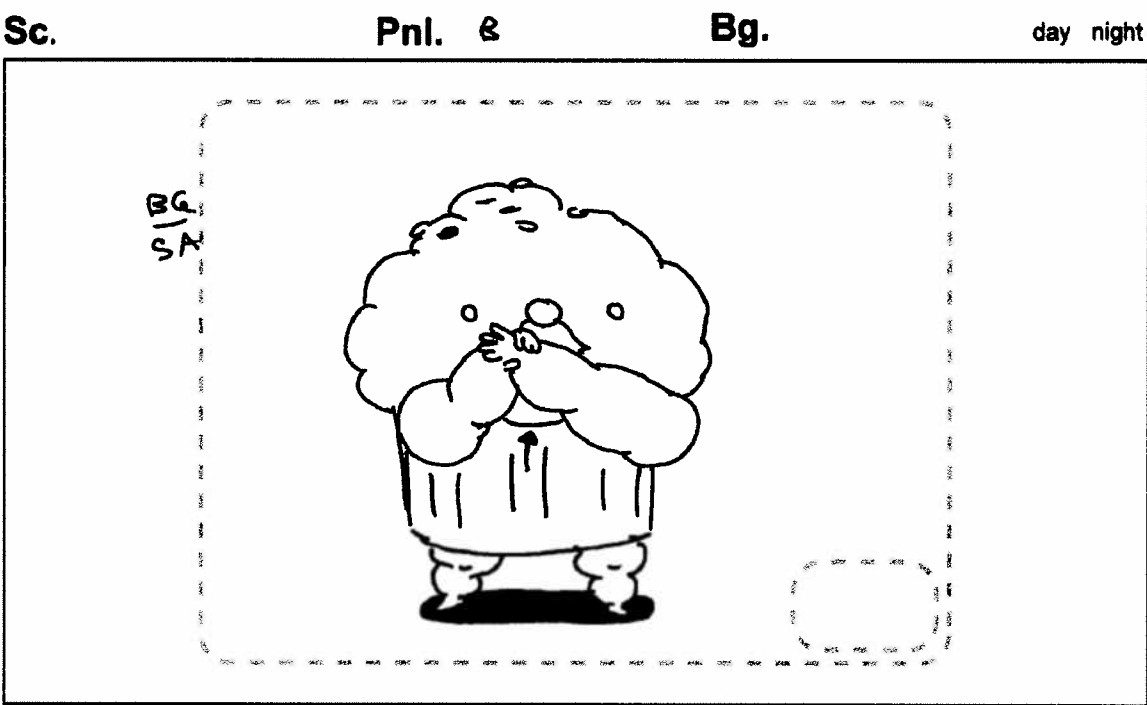
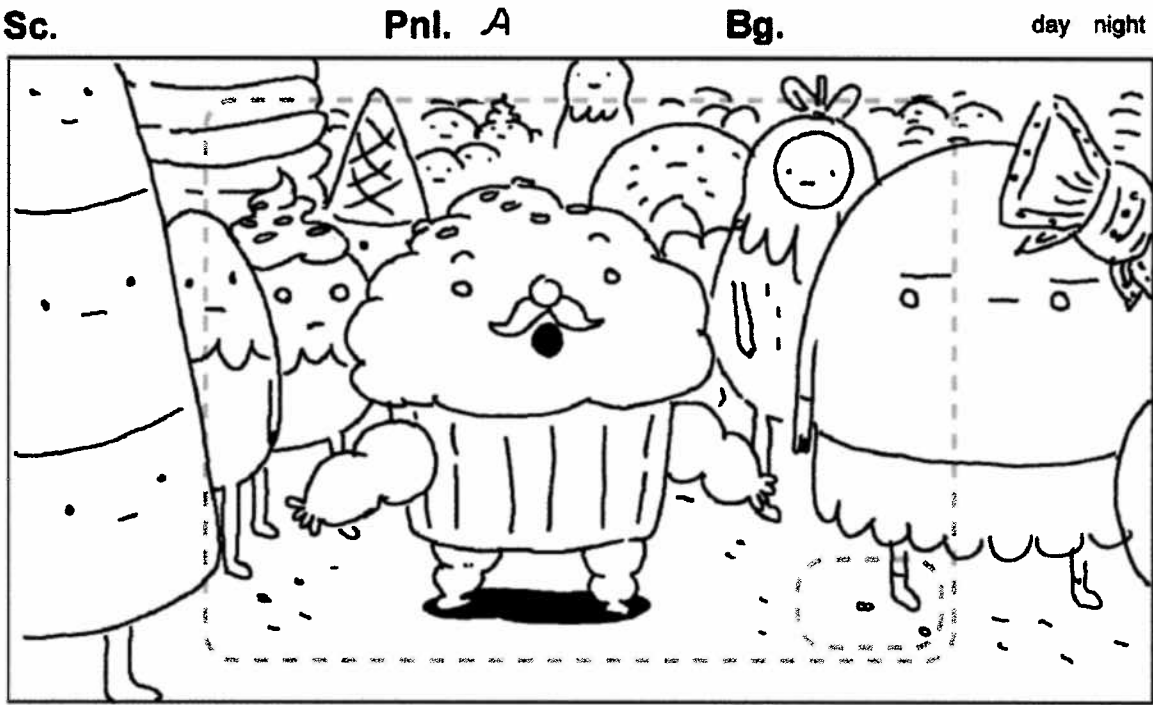
① ② AIR PUNCH ARM POSES

Timing:

EPISODE# 100899

Production :

# ADVENTURE TIME



Dialog:
Action:
Timing:

EPISODE # 100899

Production :

ADVENTURE TIME



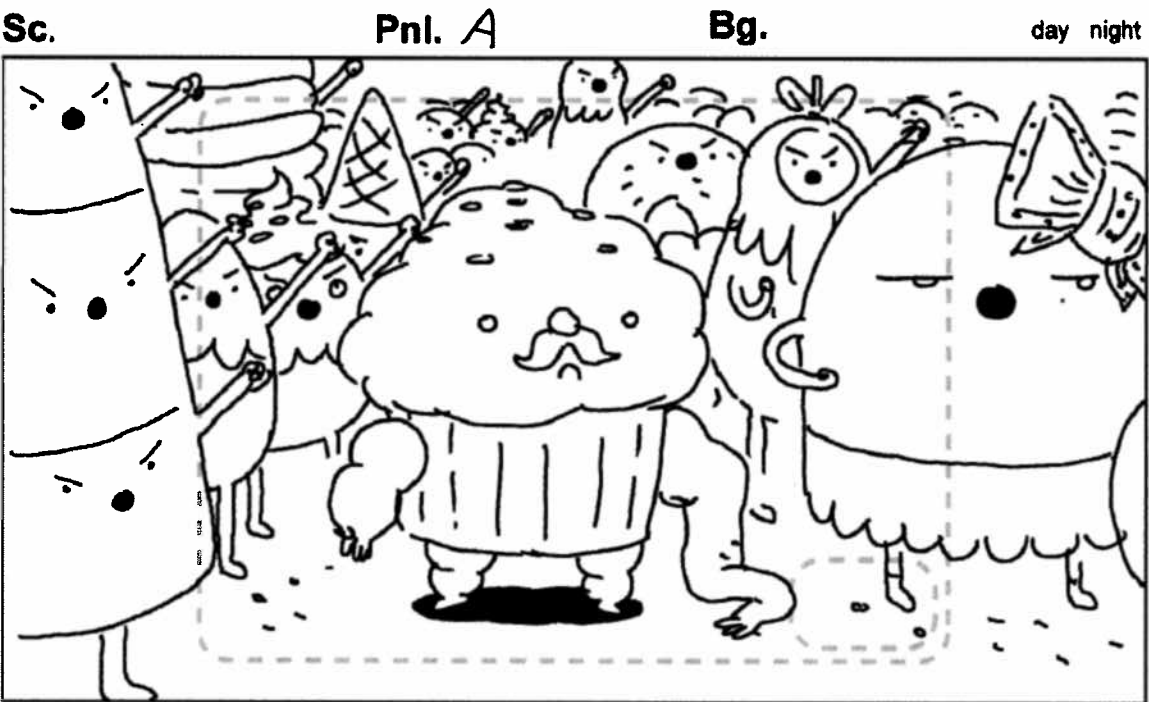
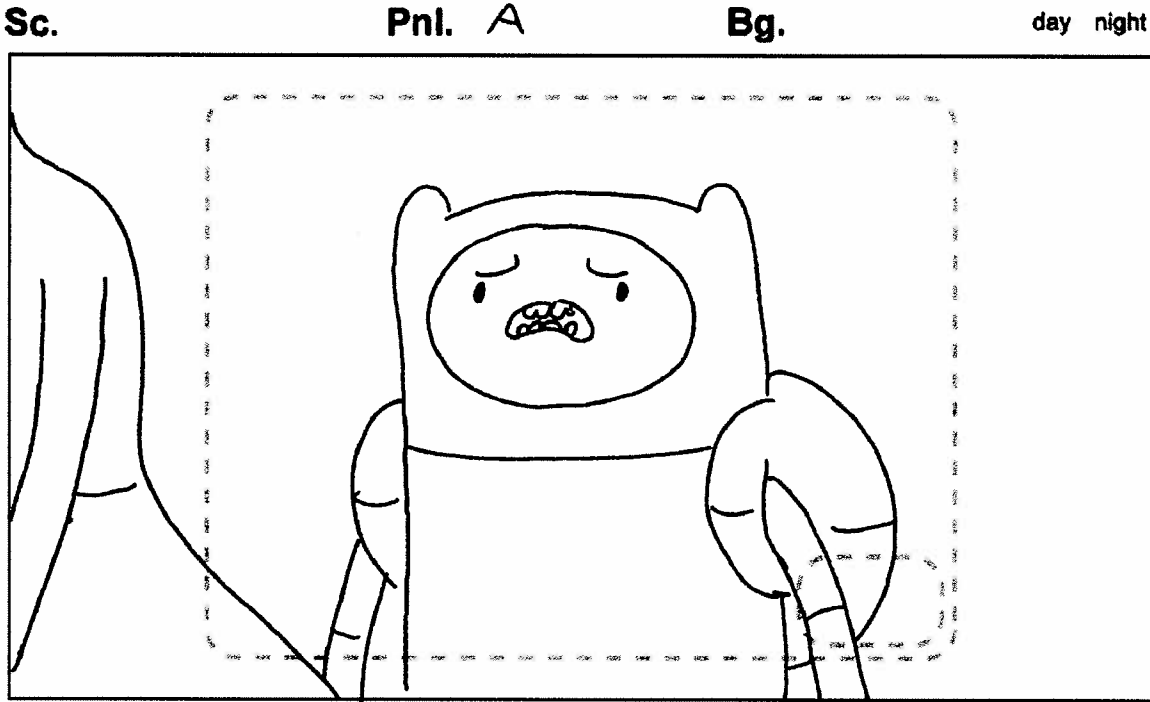
Sc. Pnl. c Bg. day night

Sc. Pnl. D Bg. day night

Dialog:	Horrough!	I can't princess my arm is broken!
Action:		
Timing:		

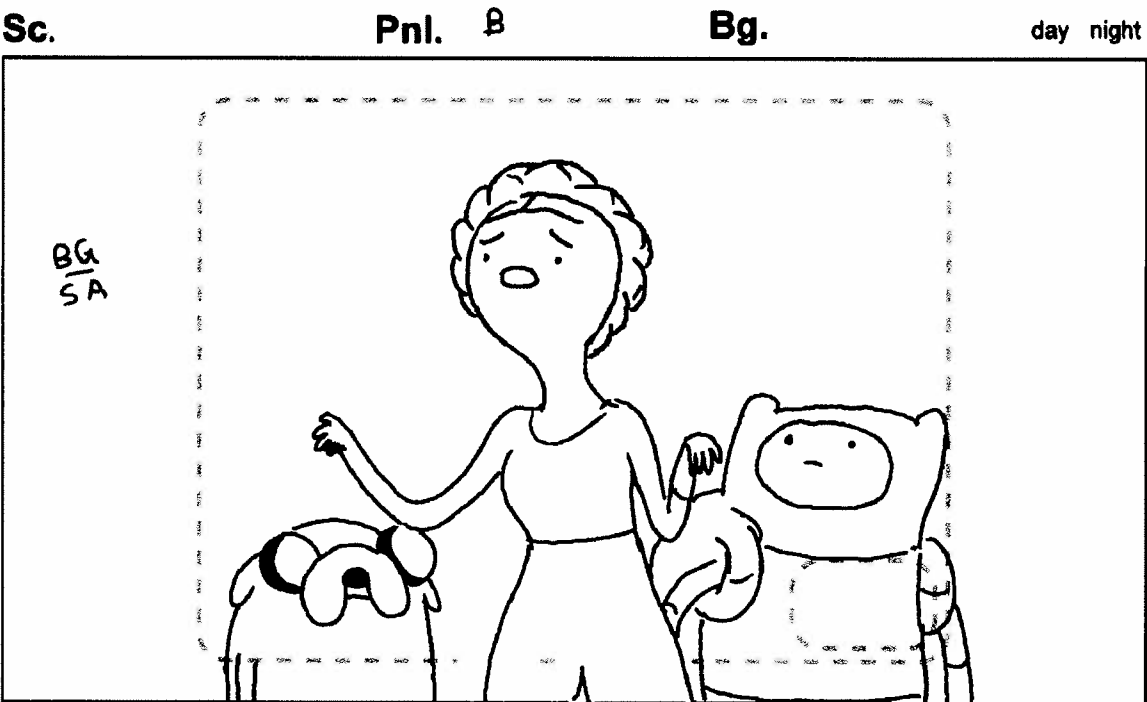
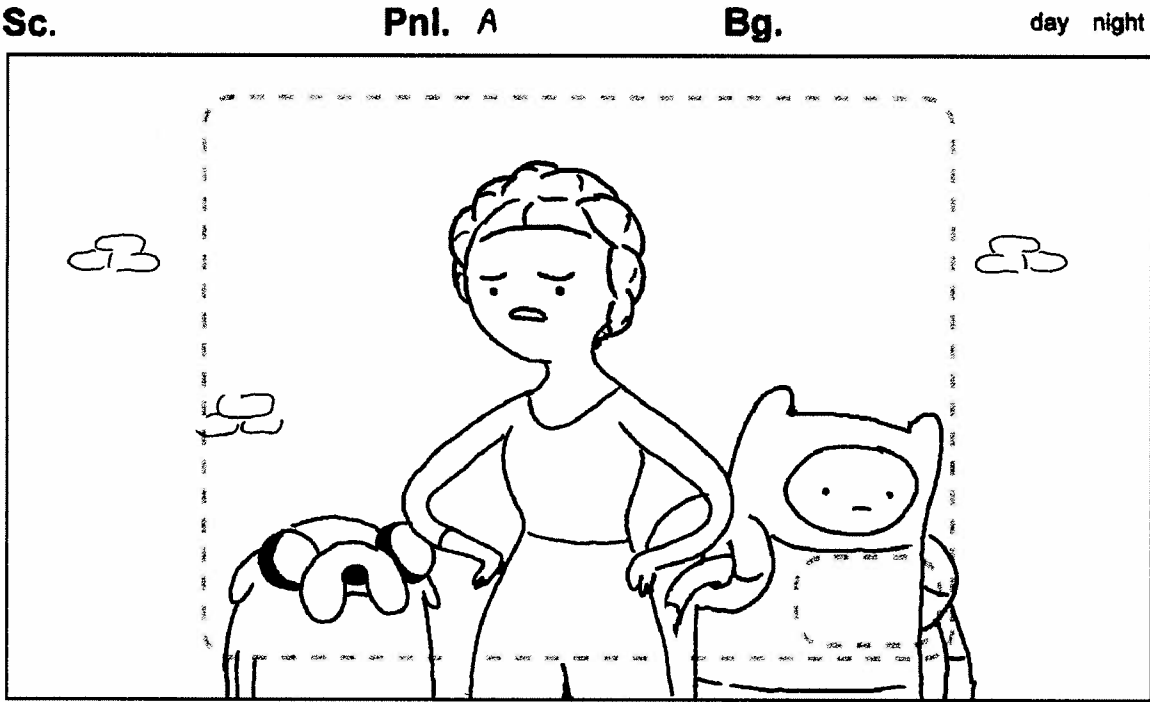


# ADVENTURE TIME



Dialog:	Finn/ Dvde you didn't have to do that!	CANDY CROWD NO NO we won't go!
Action:		
Timing:		

ADVENTURE TIME



Dialog:	(PB) / : S'igh : alright	(PB) / what's it gonna take people?
Action:		
Timing:		

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# ADVENTURE TIME



Sc. Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

Dialog:	
(PB) /	WHAT CAN I PUT ON THE TABLE IN EXCHANGE FOR A TRIP TO LEMONGRAB
JAMAICA / 2 things princess!	
Action:	
Timing:	

EPISODE # 100899

Production :

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# ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

Sc.	Pnl. A	Bg.	day	night

Dialog:
Action:
Timing:

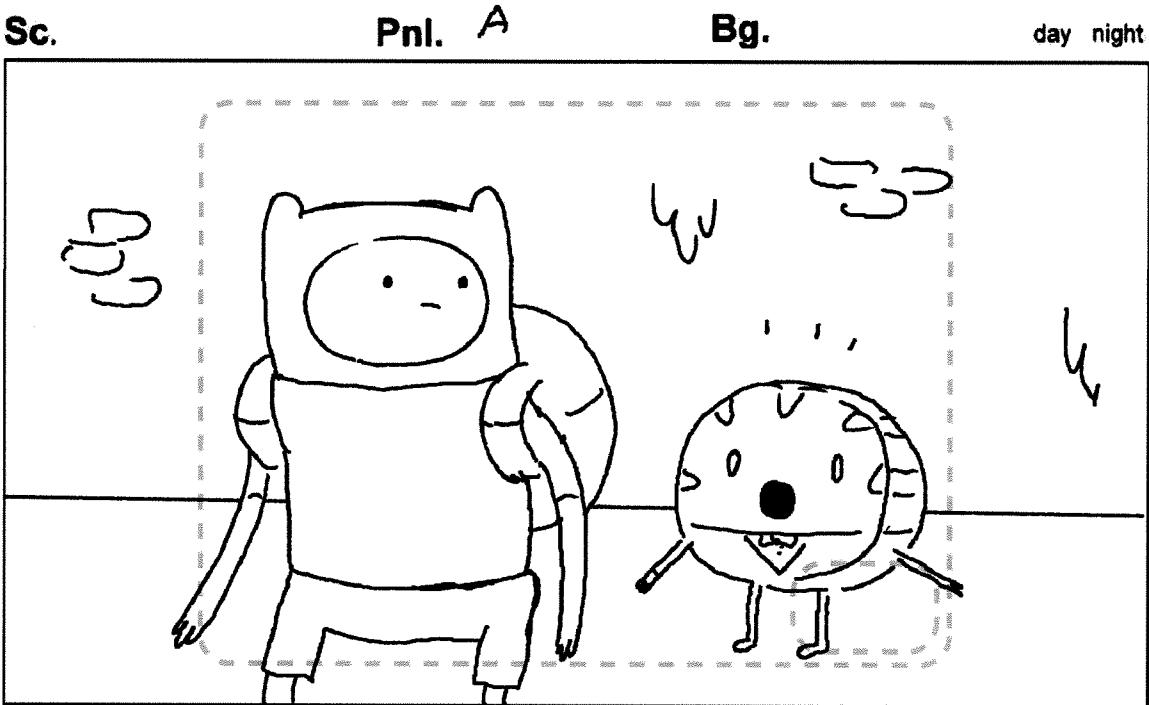
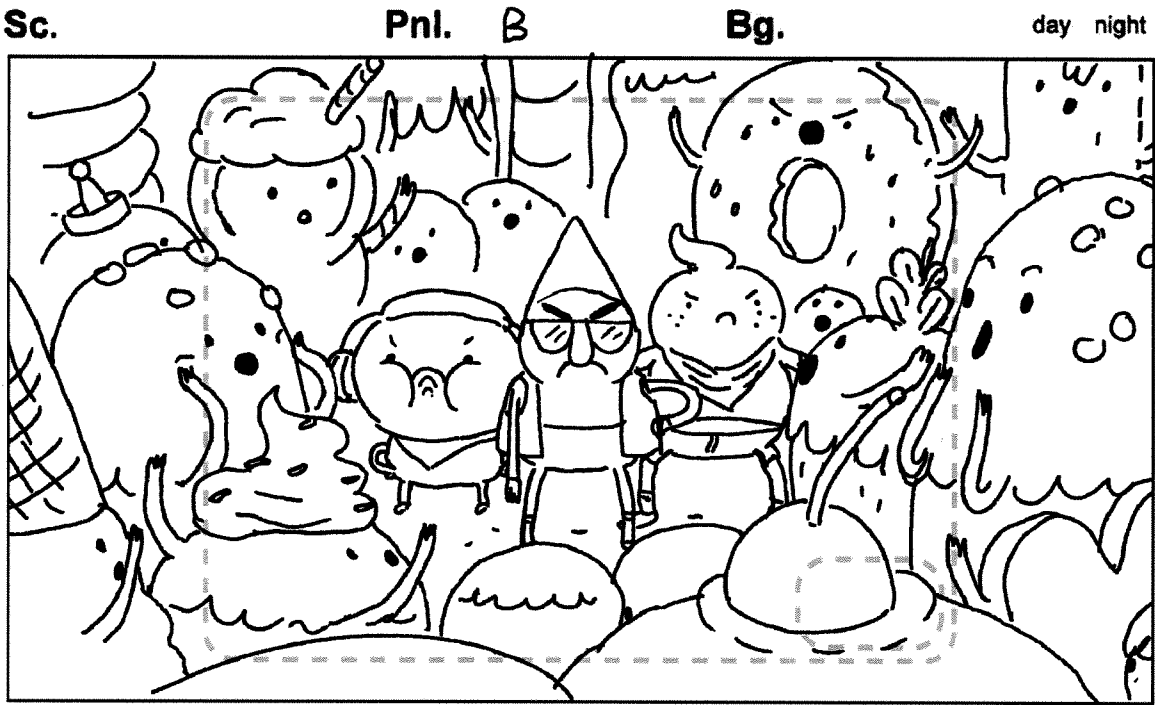
(STARTING POSE)

EPISODE # 100899

Production :

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ADVENTURE TIME



Dialog:	CANDY CROWD / GASP!	PEPPERMINT / IT'S THE <u>PUP GANG</u> !
Action:	CROWD TURNS TO FACE PUPS, BACKS OFF SLIGHTLY.	
Timing:		

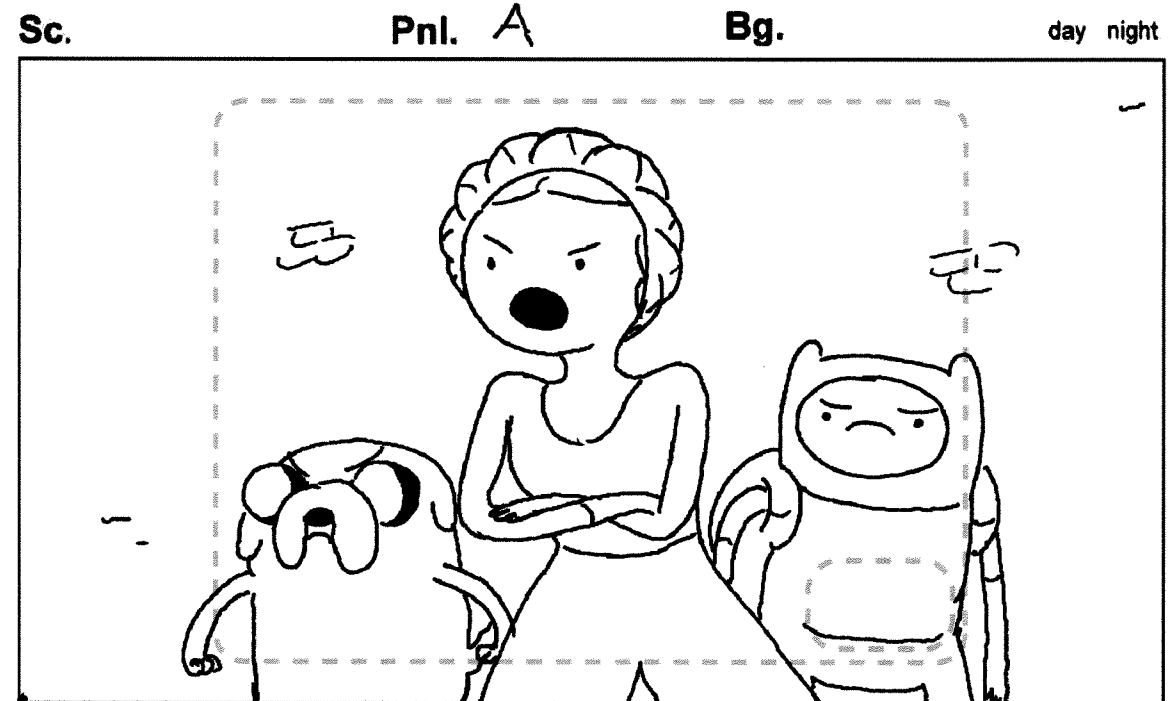
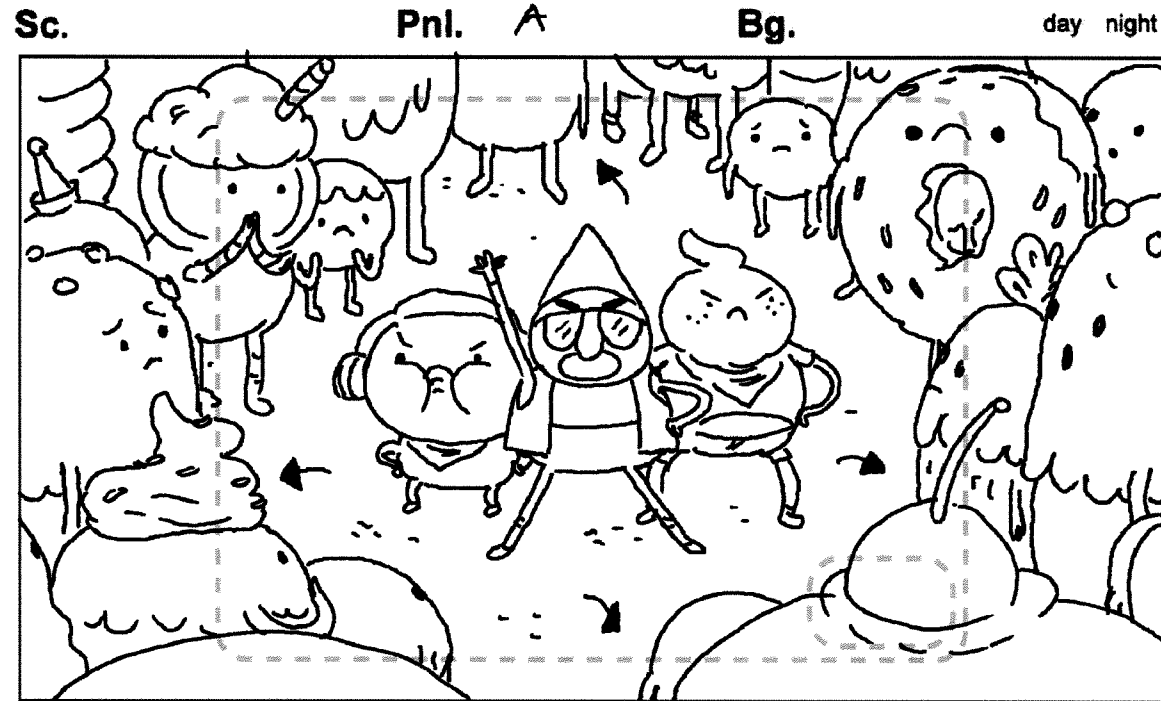
EPISODE # 100899

Production :

# ADVENTURE TIME



Page 65



Dialog:

(J) / YEAH THAT'S RIGHT.  
BACK UP FOOLS.

(PB) / YOU GOT NERVE SHOWIN'  
YOUR FACES HERE,  
NOTORIOUS PUP GANG.

Action:

- FOOLS BACK UP

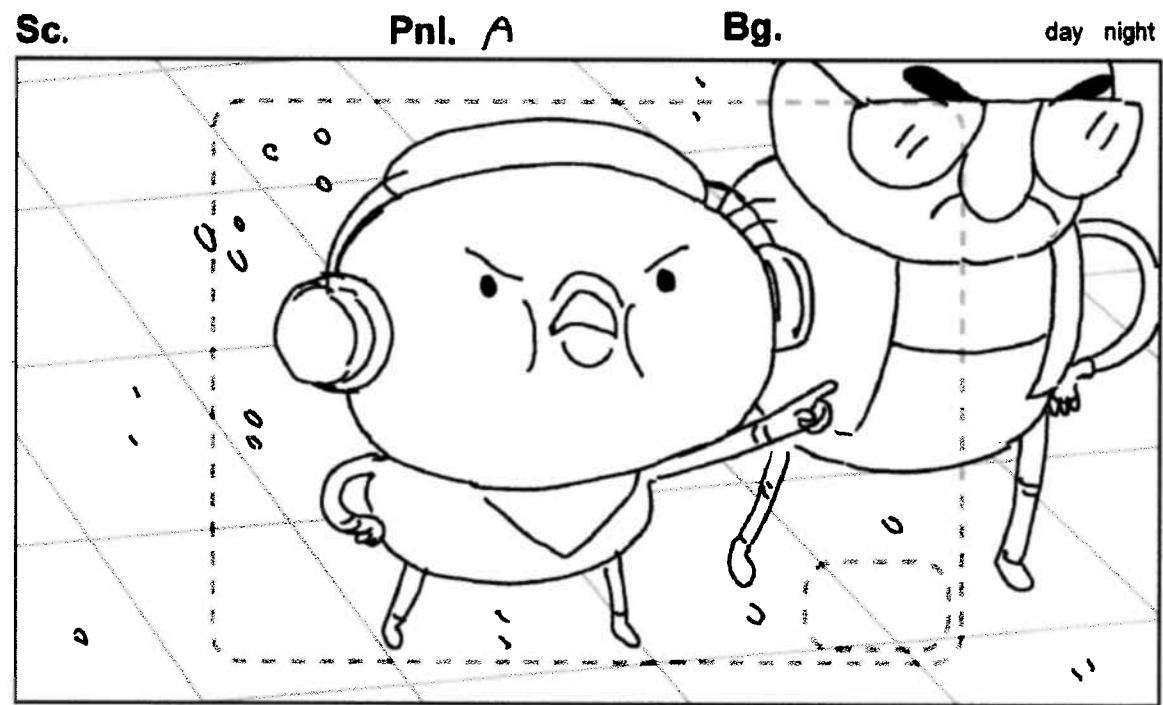
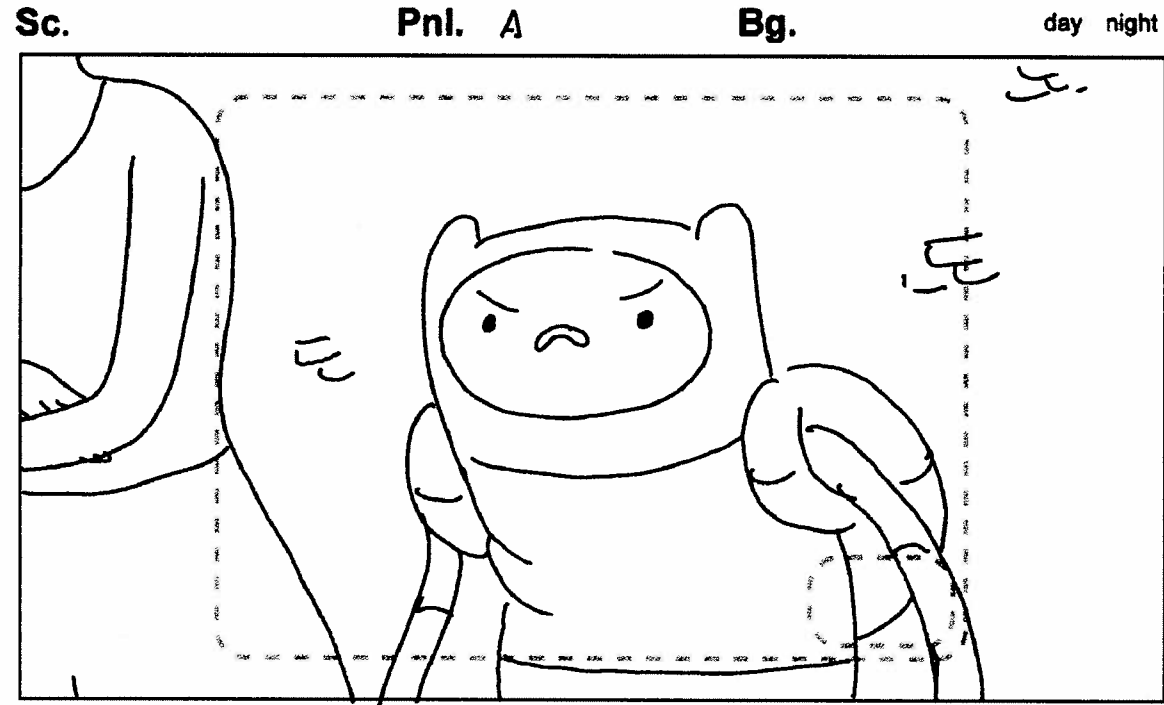
Timing:

EPISODE # 100899

Production :

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# ADVENTURE TIME



Dialog:	(F) / BUNCHA BAD APPLES.	(BLOMBO) / BACK UP FINN I'LL TAKE YOU OUT!
Action:		
Timing:		

EPISODE# 100899

Production :

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ADVENTURE TIME



Sc. Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

Dialog:	<p>TOUGHY/ we came out of hiding cause all yalls is scared of a Lemon man.</p>	<p>①/ And we's aint afrw'd SO we got 2 demands.</p>
Action:		
Timing:		

EPISODE # 100899

Production :



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ADVENTURE TIME



Sc. Pnl. A Bg. day night

Sc. Pnl. A Bg. day night

Dialog:	(PB) / AND WHAT'S THAT?	JAMAICA / ONE: TOTAL AMNESTY FOR PAST CRIMES COMMITED BY THE PUP GANG.
Action:		
Timing:		

EPISODE # 100899

Production :

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ADVENTURE TIME



Sc. Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

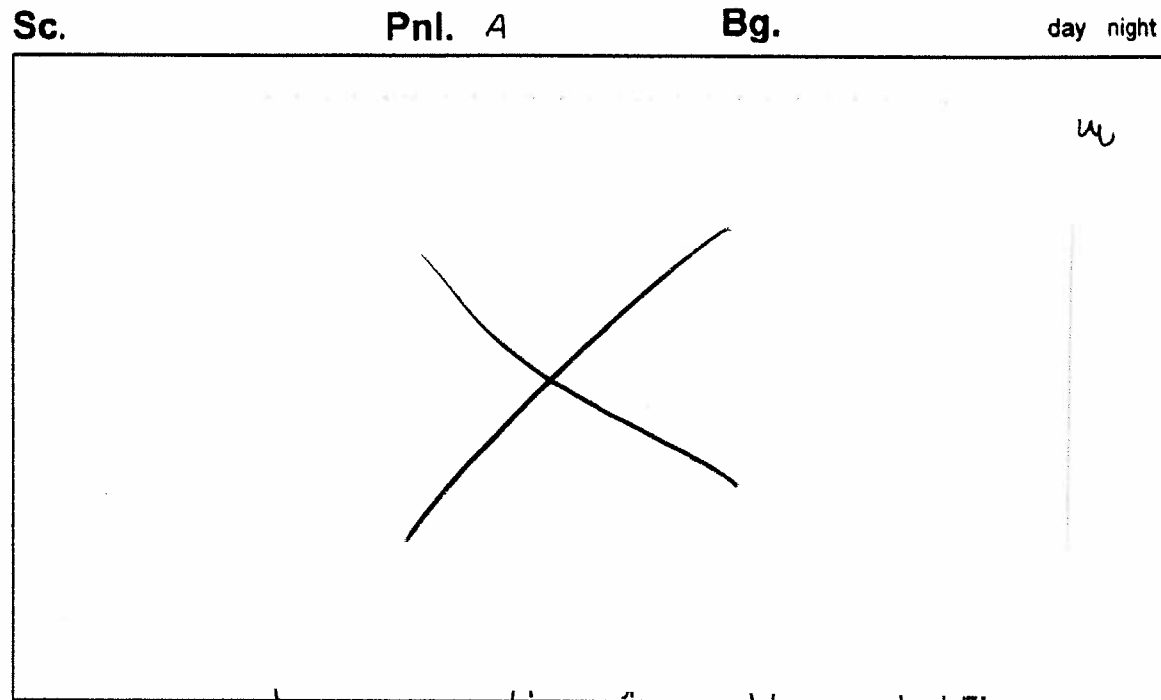
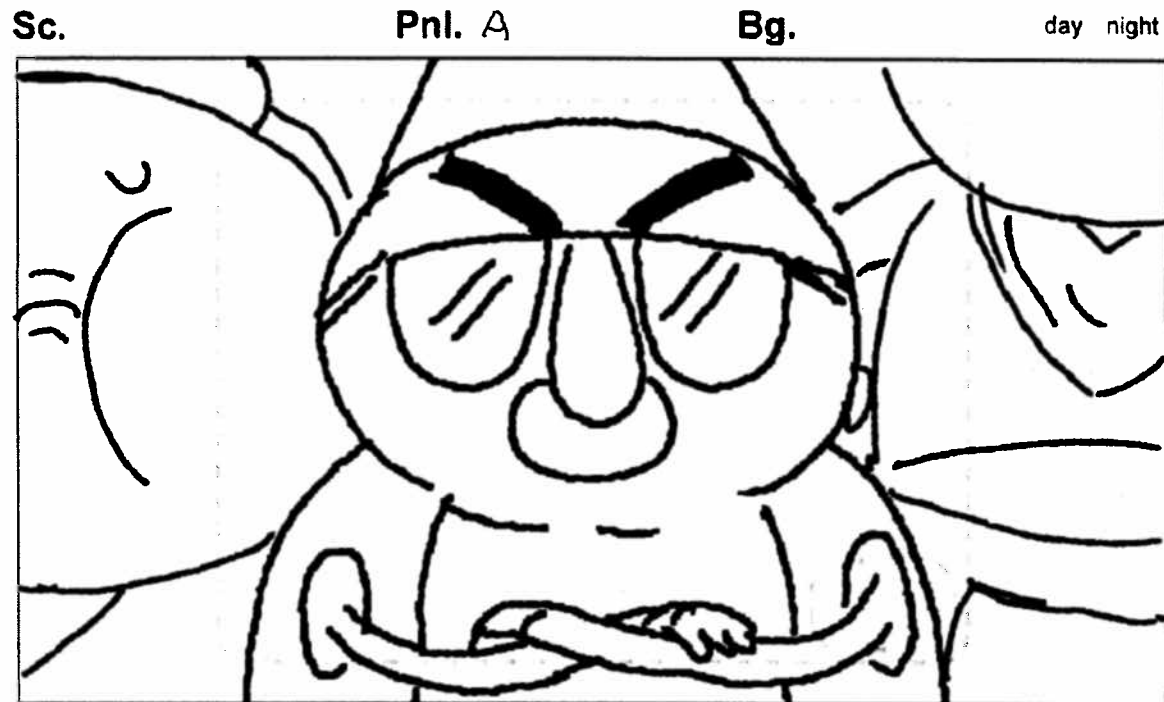
Dialog:	(PB) GRANTED.	(JAKE) YO WAIT THEY THREW A BASKETBALL AT MY HEAD ONE TIME. YOU'RE GONNA LET THAT SLIDE?
Action:		
Timing:		

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# ADVENTURE TIME



Page 70



Dialog:

JAMAICA / WE ONLY DID THAT  
CAUSE YOU'RE OLD!

Action:

Timing:

EPISODE # 100899

Production :

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# ADVENTURE TIME



70 A

Page ~~70~~

Sc. Pnl. A Bg. day night

1

PB-1

Sc. Pnl. B Bg. day night

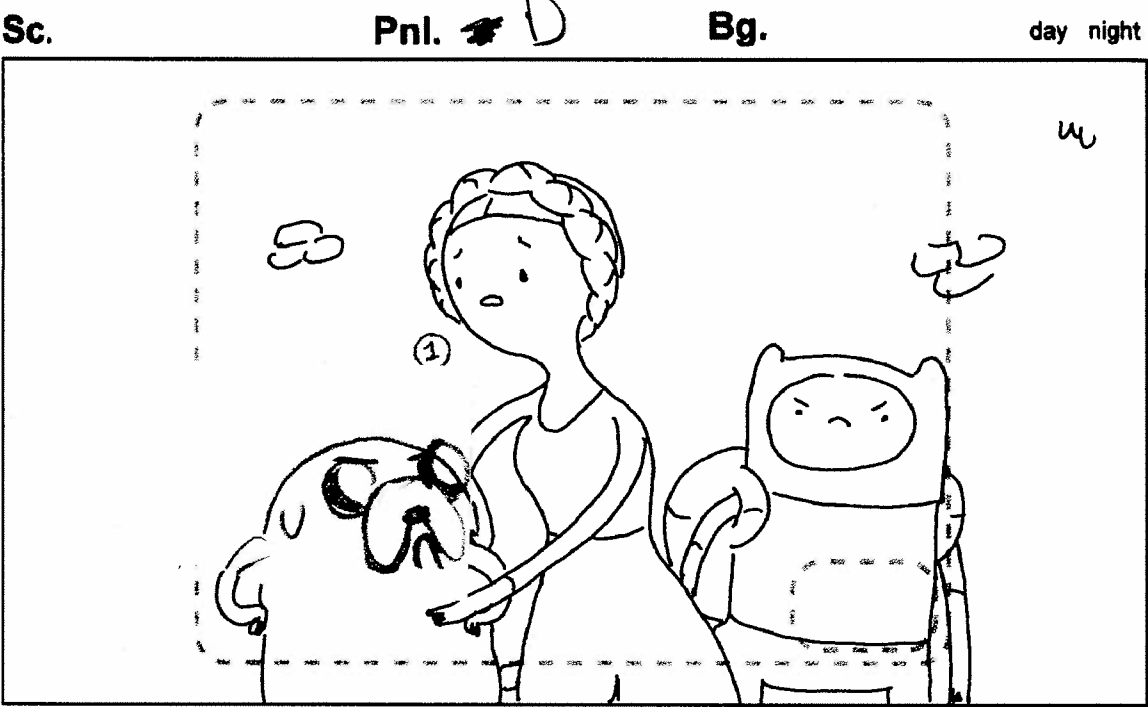
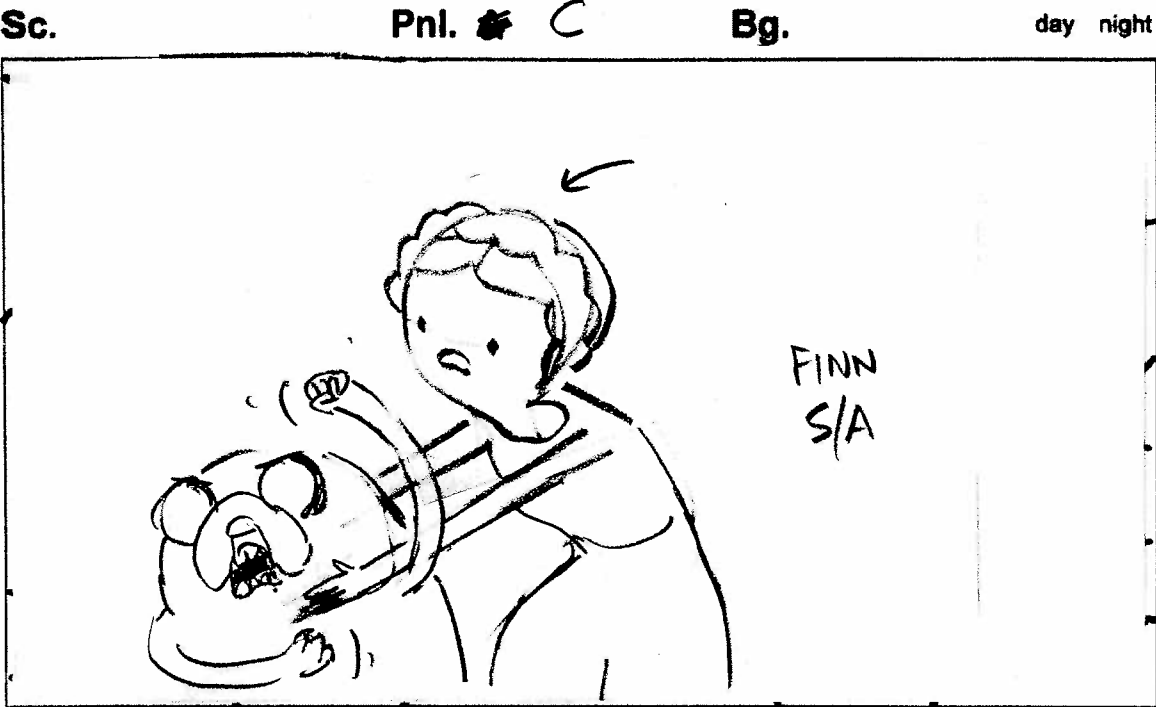
2

JAKE / YOU SACKS! I'LL RIP YER CUPS!!

EPISODE # 100899

Production :

# ADVENTURE TIME



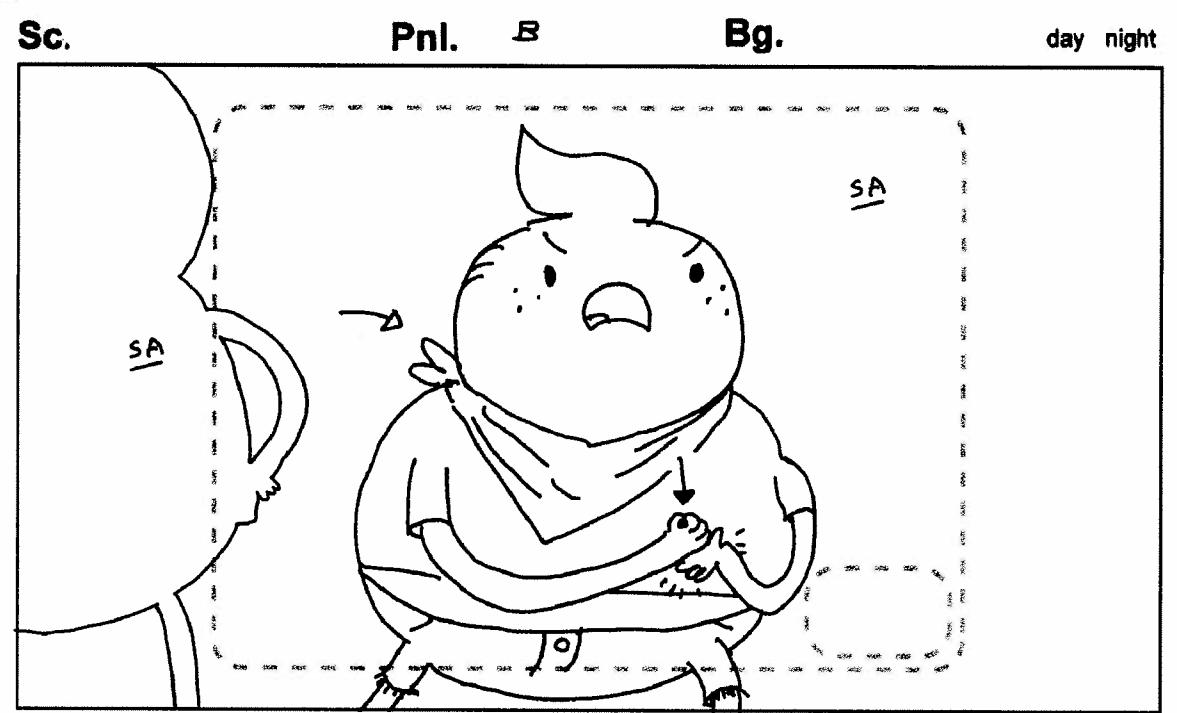
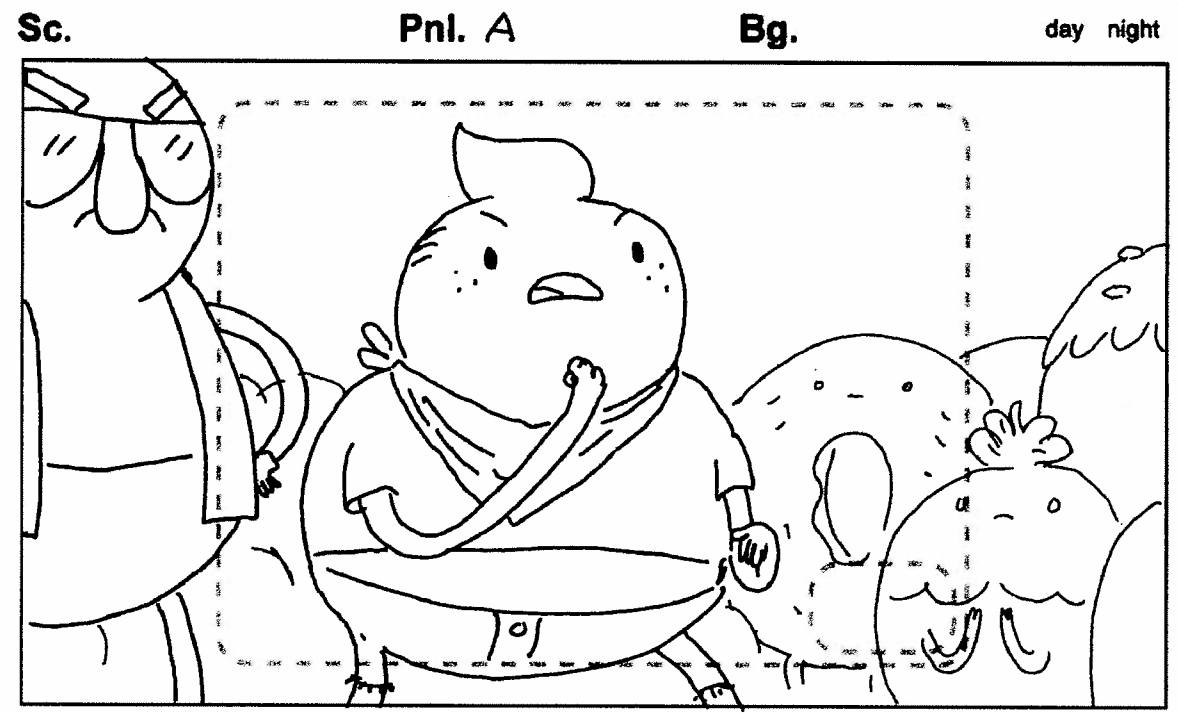
Dialog:	JAKE: (CONT. DIAL)	(PB) / ① JAKE, PLEASE. ② WHAT IS YOUR SECOND DEMAND?
Action:	PB HOLDS JAKE BACK	
Timing:		

EPISODE # 100899

Production :

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# ADVENTURE TIME



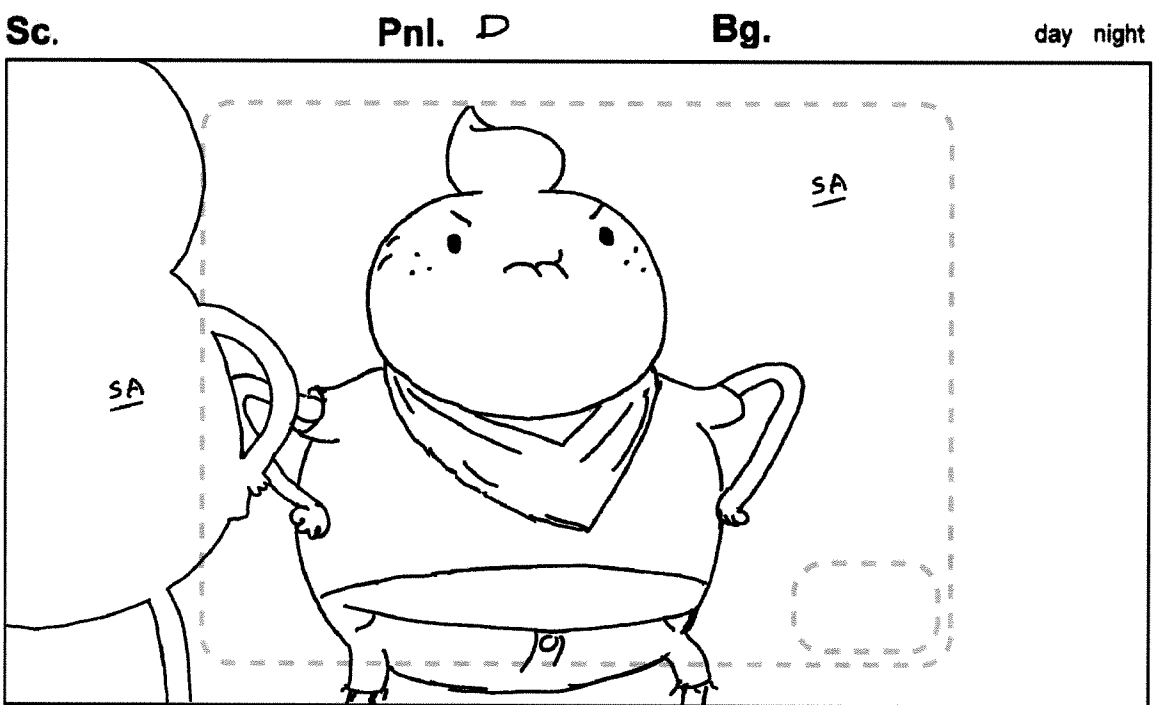
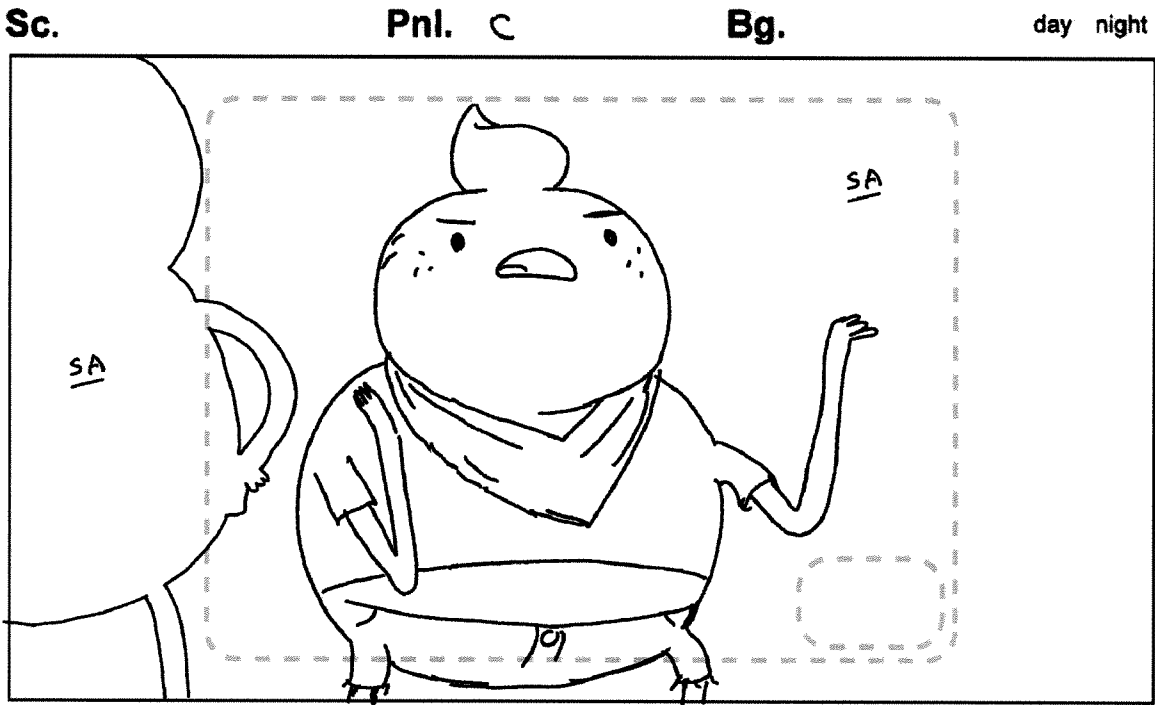
Dialog:
<div>TOUGHY / WE WANT THE -</div> <div>- BIG CASH MONEY WAD.</div>
Action:
Timing:

EPISODE# 100899

Production :

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# ADVENTURE TIME



Dialog:	<p><u>TOUGHY</u> / ENOUGH TO PROVIDE FOR OUR DELINQUENT MOTHERS SO THAT HOPEFULLY THEY'LL SHOW US THE LOVE WE ALWAYS DREAMED ABOUT IN OUR SAD, YOUNG LIVES.</p>
Action:	
Timing:	

EPISODE # 100899

Production :

ADVENTURE TIME



Sc. Pnl. A Bg. day night

Sc. Pnl. A Bg. day night

Dialog:	
③/ HUH. I JUST GOT GRAY-ZONED BY THE PUP GANG.	③B/ I GRANT YOU THE BIG CASH MONEY WAD!
Action:	
Timing:	



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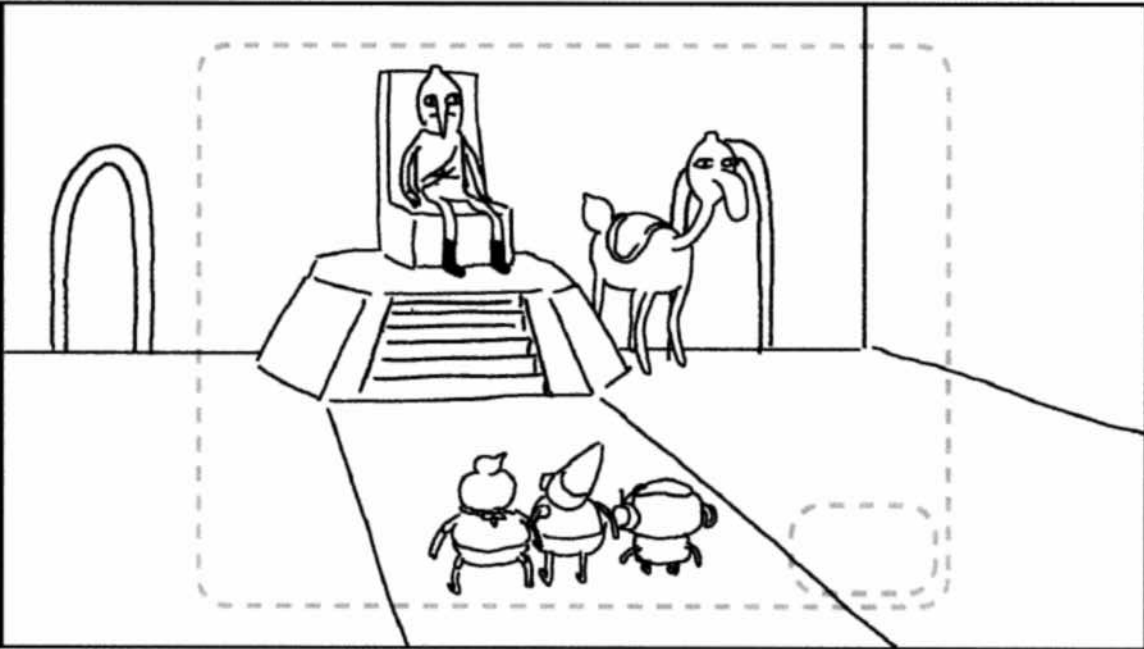
# ADVENTURE TIME



Page 73

Sc.	Pnl.	A	Bg.	day	night	Sc.	Pnl.	A	Bg.	day	night

W I P E



Dialog:	<p>(PB) / NOW OFF WITH YOU TO CASTLE LEMONGRAB!</p>	<p>JAMAICA / YO LEMON GREASE WE'RE THE PUP GANG. WE'RE GONNA LIVE HERE AT LEMONGRABS NOW.</p>
Action:		
Timing:		

EPISODE # 100899

Production :

ADVENTURE TIME



Sc. Pnl. A Bg. day night

Sc. Pnl. A Bg. day night

Dialog:

LEMONGRAB / YES !

Action:

Timing:

ARM WIGGLE, WIGGLE

ARM WIGGLE, WIGGLE

BLOMBO DANCE CYCLE

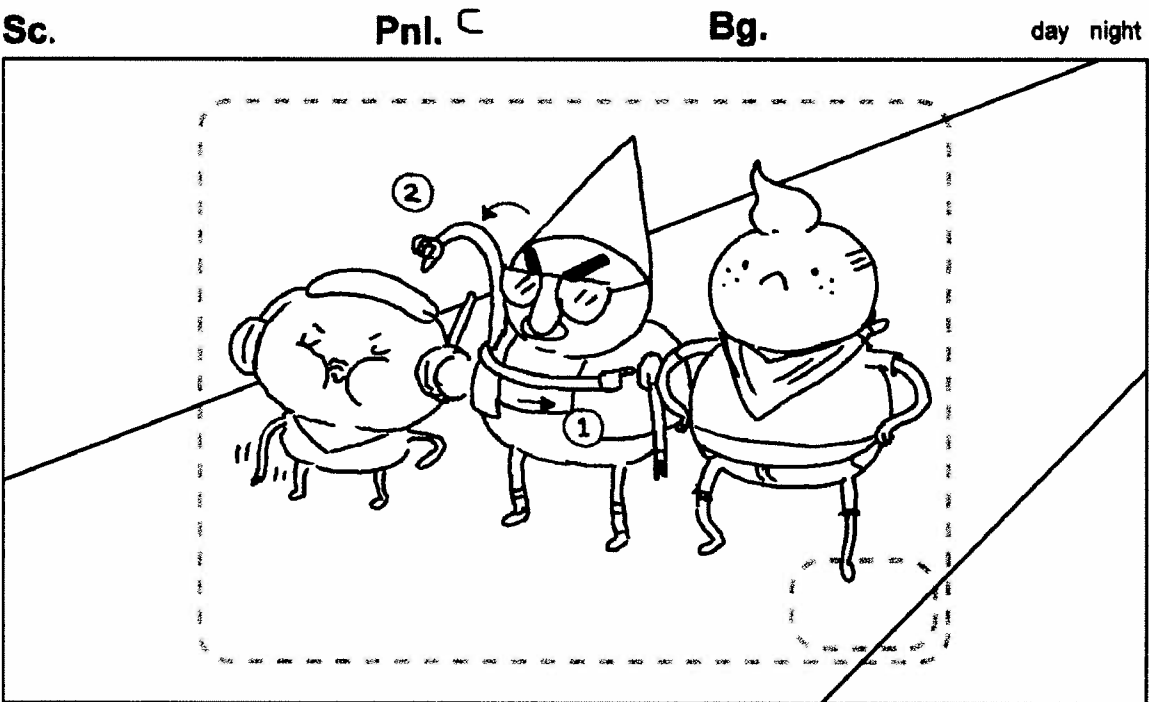
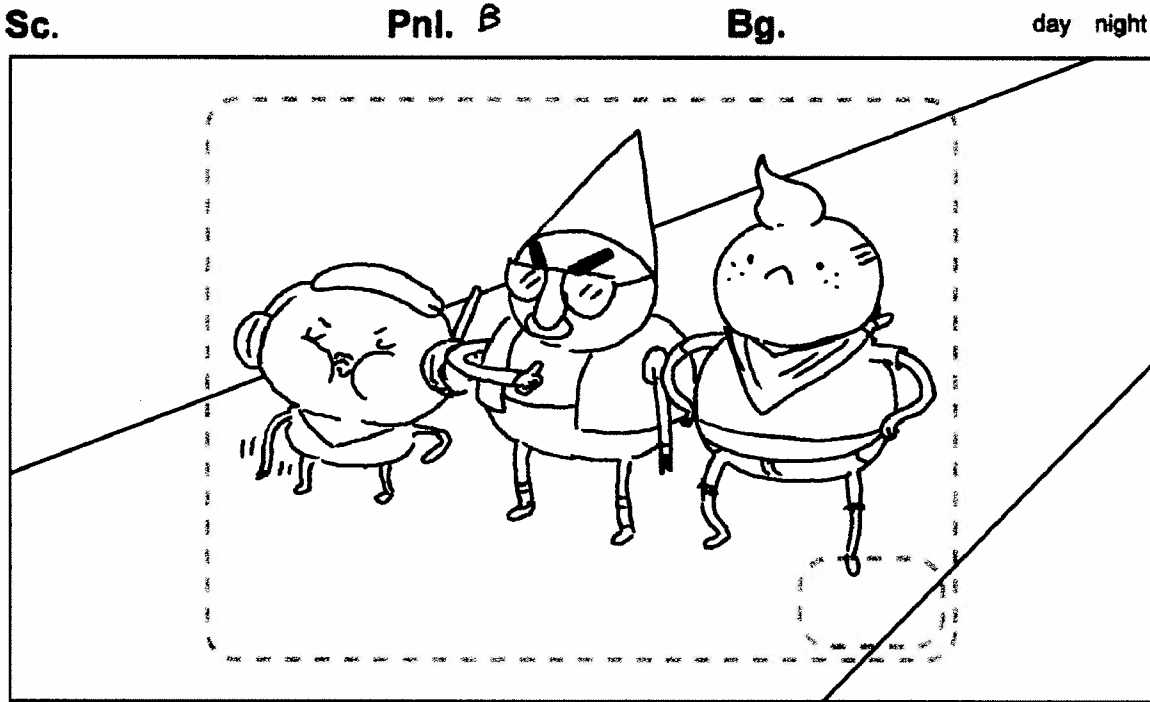
AND REPEAT

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# ADVENTURE TIME



Page 74 B



Dialog:	JAMAICA / I'M JAMAICA AND -	JAMAICA / ① THIS IS TOUGHMY, ② AND BLOMBO.
Action:		
Timing:		

EPISODE # 100899

Production :

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# ADVENTURE TIME



Page 75 A

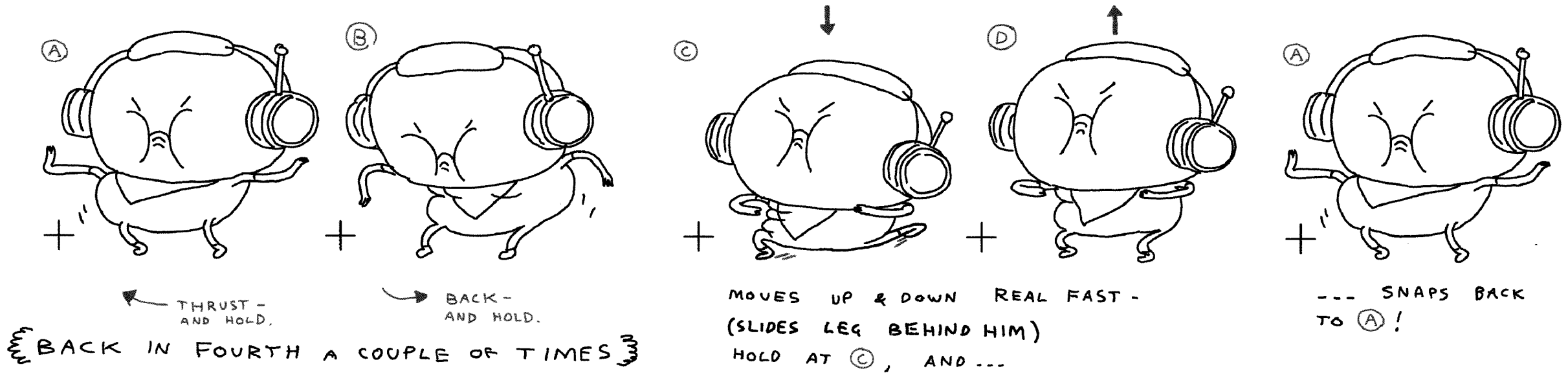
Sc.	Pnl. A	Bg.	day night	Sc.	Pnl. A	Bg.	day night	

Dialog:	LEMONGRAB / BLOMBO
Action:	-BLOMBO DANCING (CYCLE FOLLOWING PAGE)
Timing:	

EPISODE# 100899

Production :

# ADVENTURE TIME



Dialog:
Action:
Timing:

(DANCE POSES)

EPISODE #

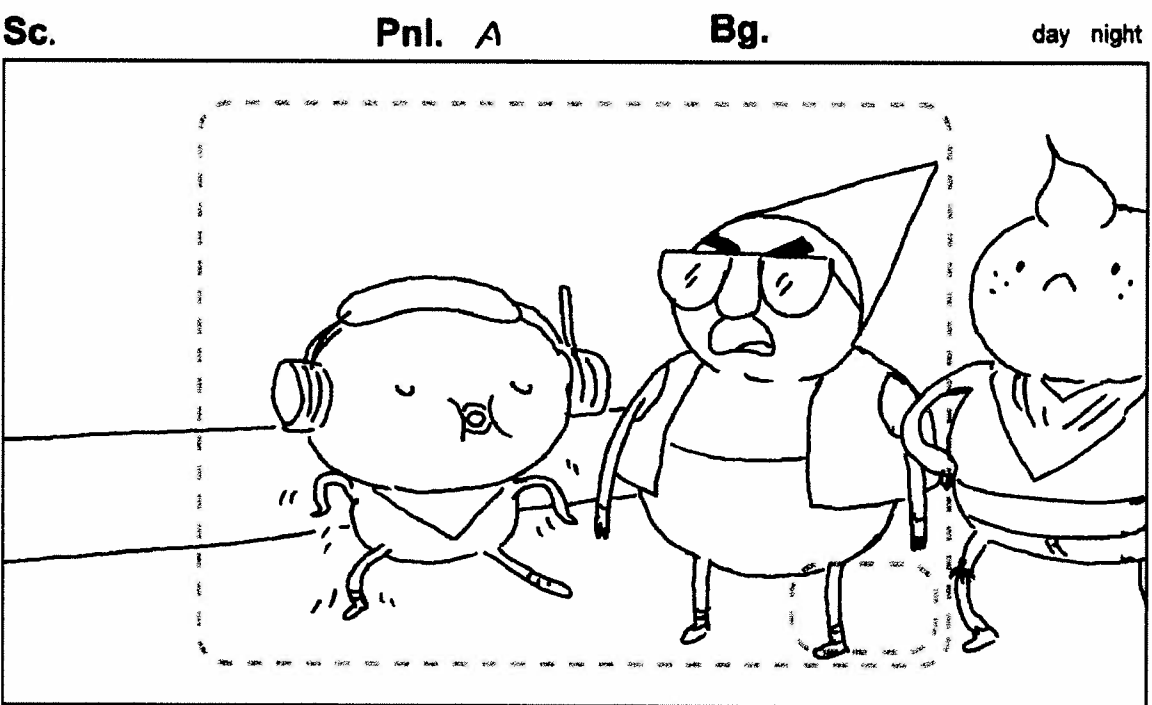
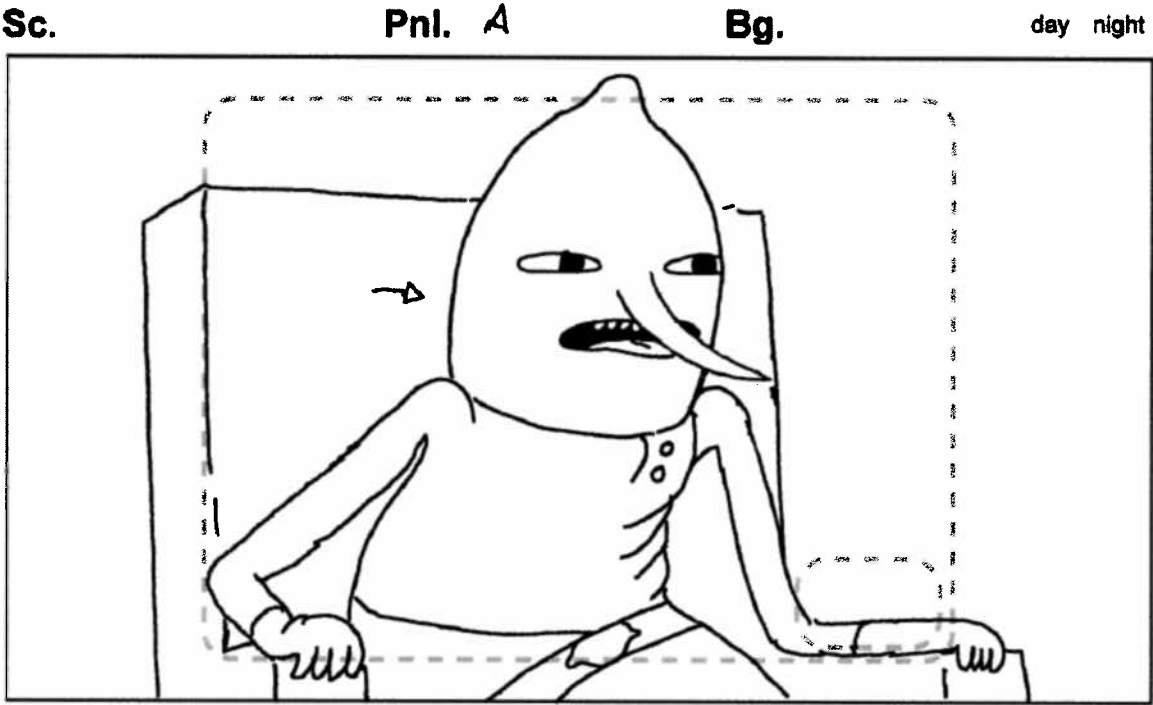
Production :

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# ADVENTURE TIME



Page 76



Dialog:

(LA) / what is that. JAMAICA / WHAT?

Action:

Timing:

WIGGLE WIGGLE — WIGGLE WIGGLE — AND REPEAT

EPISODE# 100899

Production :

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ADVENTURE TIME



Sc. Pnl. A Bg. day night

Sc. Pnl. A Bg. day night

Dialog:

(LG) / ON BLOMBO'S EARS.  
(FINGER WIGGLE)

JAMAICA / THAT'S HIS HEADPHONES.

Action: FINGER WIGGLE POSES

A B C

Timing:

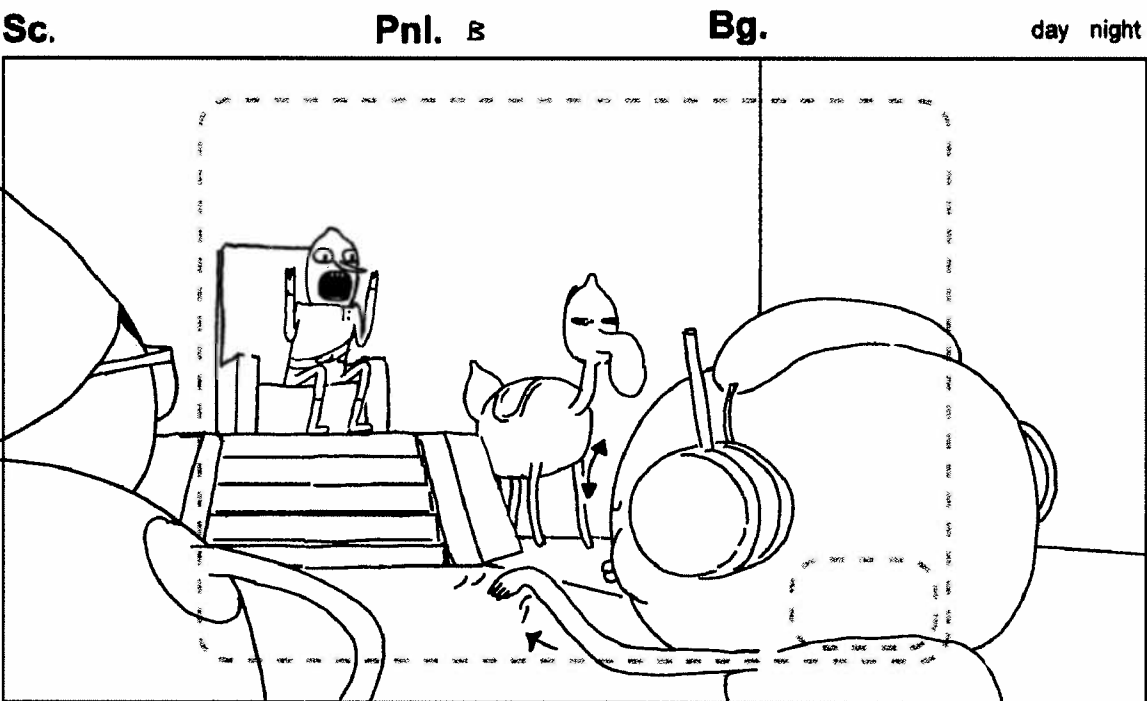
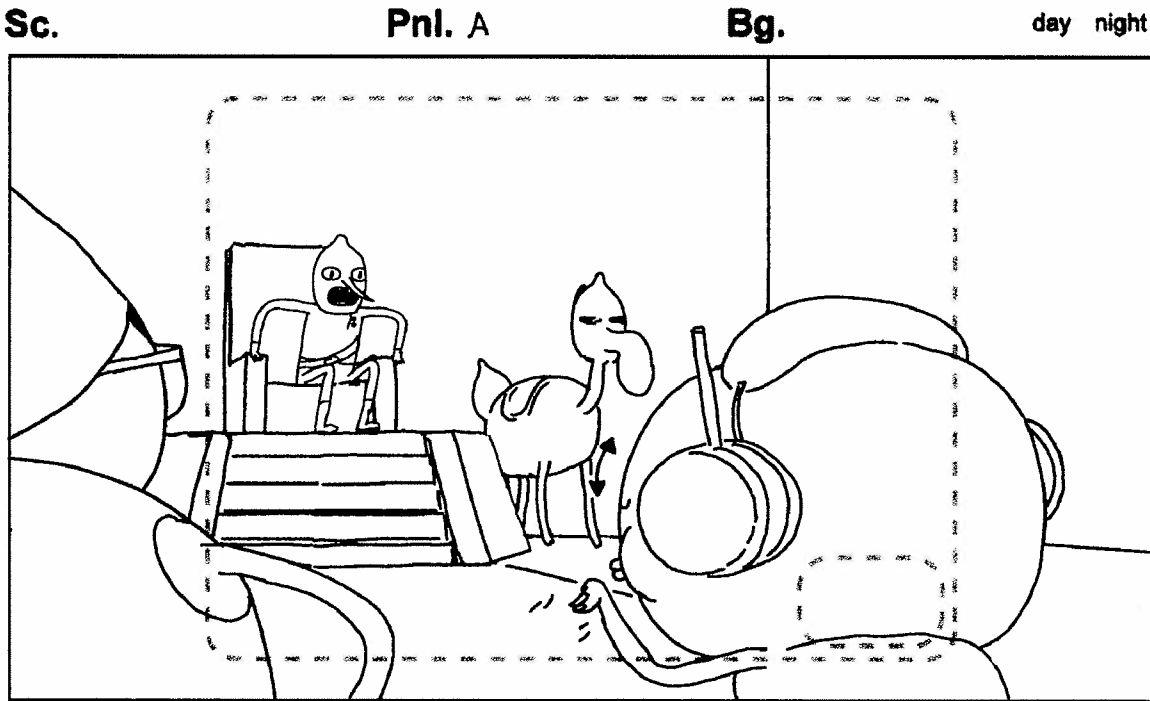
(CONT. PREVIOUS DANCE CYCLE -  
PAUSE, THIS MOVE

AND CONT. WITH CYCLE

EPISODE # 100899

Production :

# ADVENTURE TIME

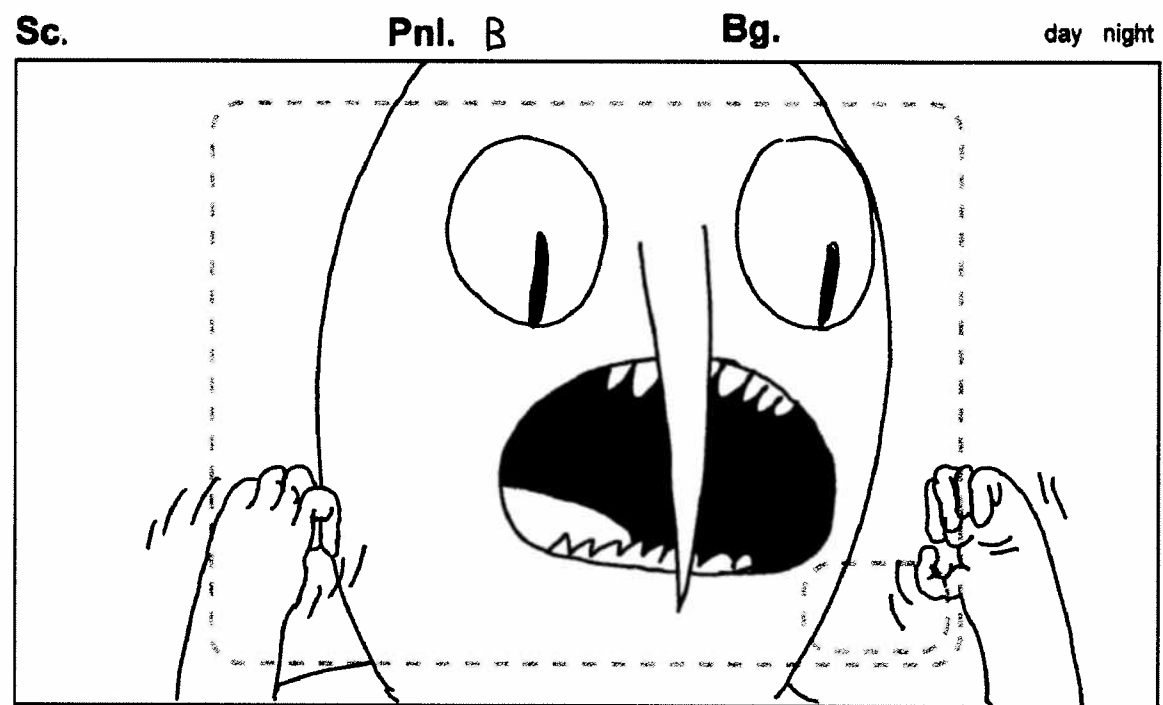
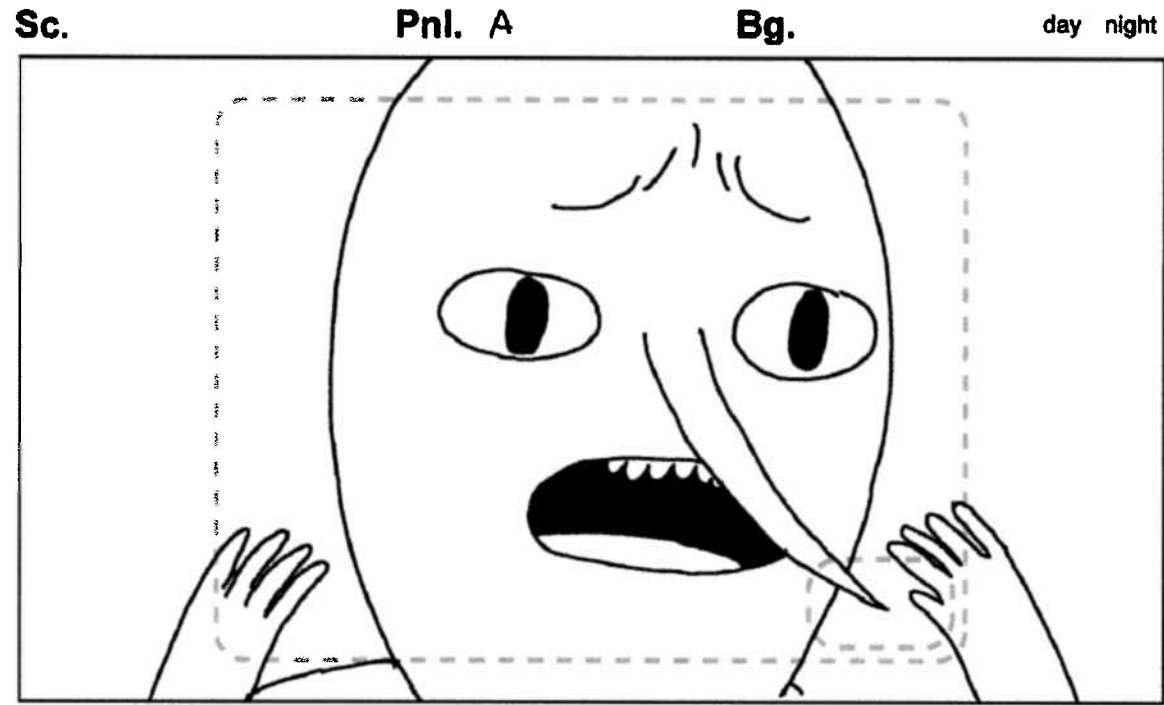


Dialog:	LG/ BLOMBO TAKE THEM OFF!	LG/ BLOMBO
Action:	BLAMBO BOBBING UP AND DOWN, "SCRATCHING" AIR.	- BOBBING, - SCRATCHES IN A NEW PLACE
Timing:		



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ADVENTURE TIME



Dialog:	LG / YOU MUST HEED MY INSTRUCTIONS	LG / BLOMB B O!
Action:	HANDS SHAKING	
Timing:		

EPISODE # 100899

Production :

# ADVENTURE TIME



Sc. Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

Dialog: LEMONGRAB Take off your THINGSSSS!

Action: TOUGHY WOAH SETTLE DOWN LEMONGREASE.

Timing: (A) -WIGGLE -WIGGLE + (B) -WIGGLE -WIGGLE + AND REPEAT

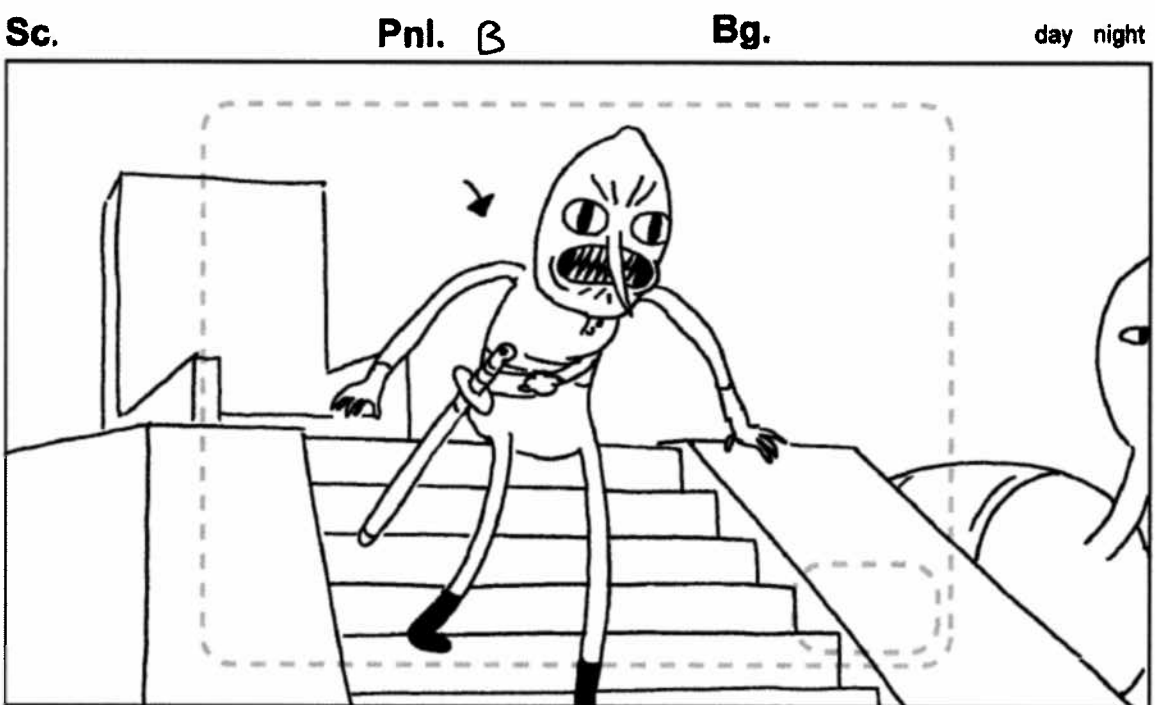
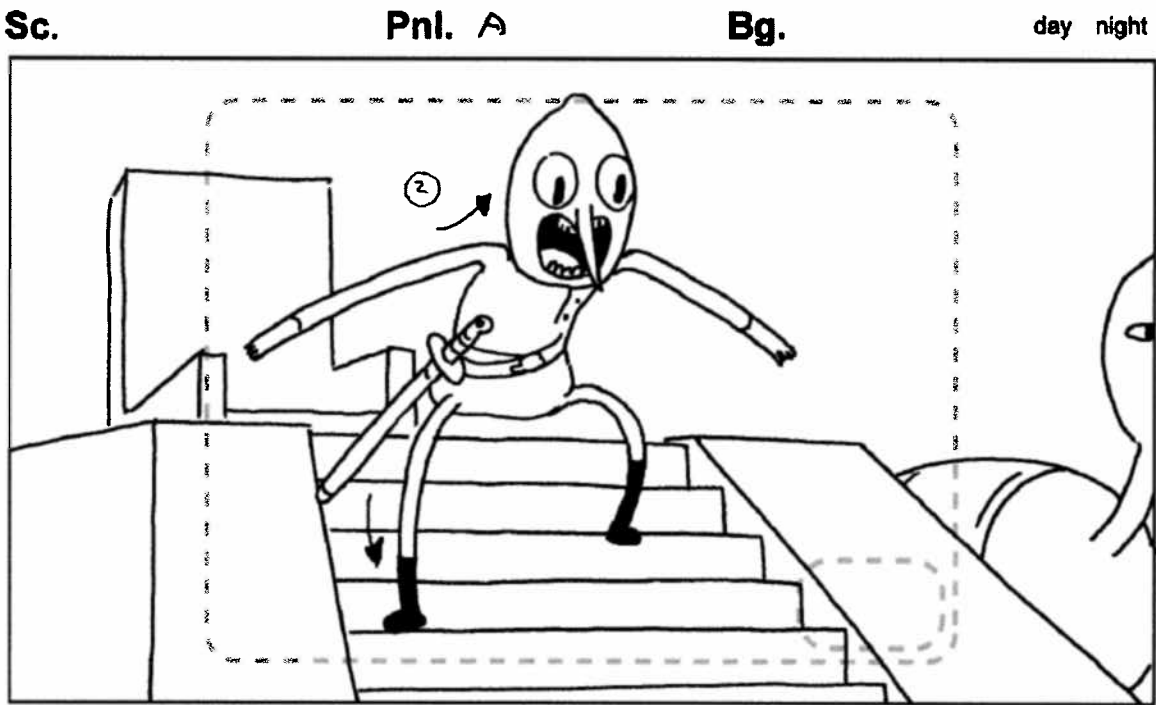
TOUGHY MAKES THE "SETTLE DOWN" MOTION. ① ② ① ②

EPISODE # 100899

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# ADVENTURE TIME

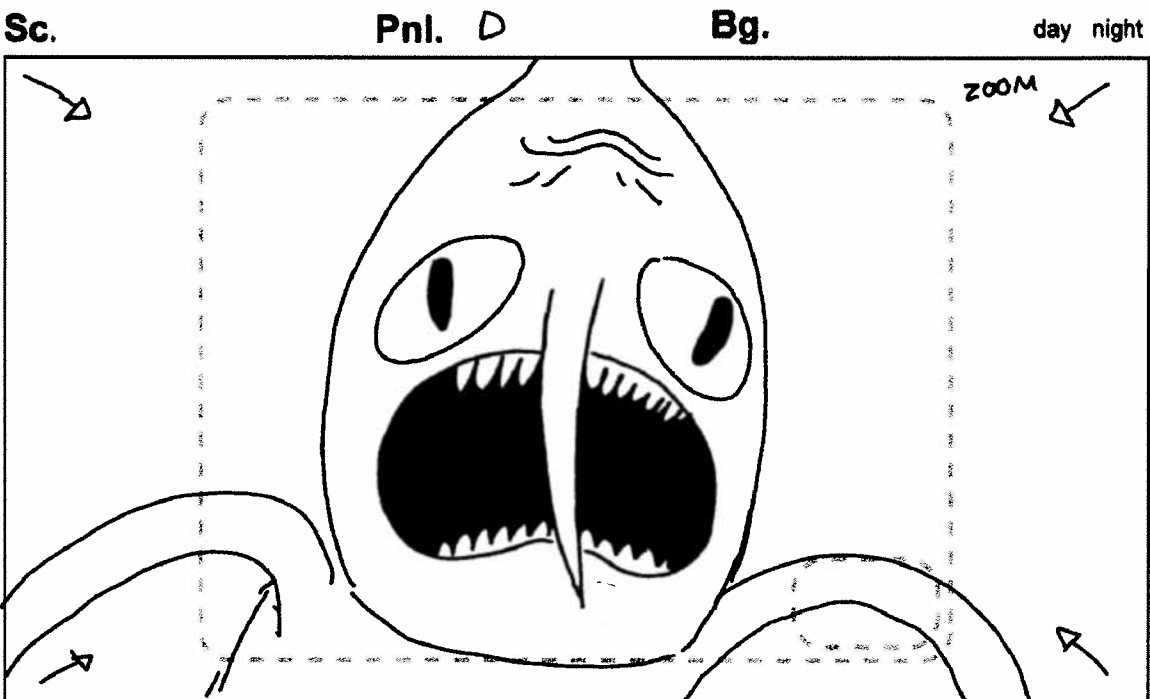
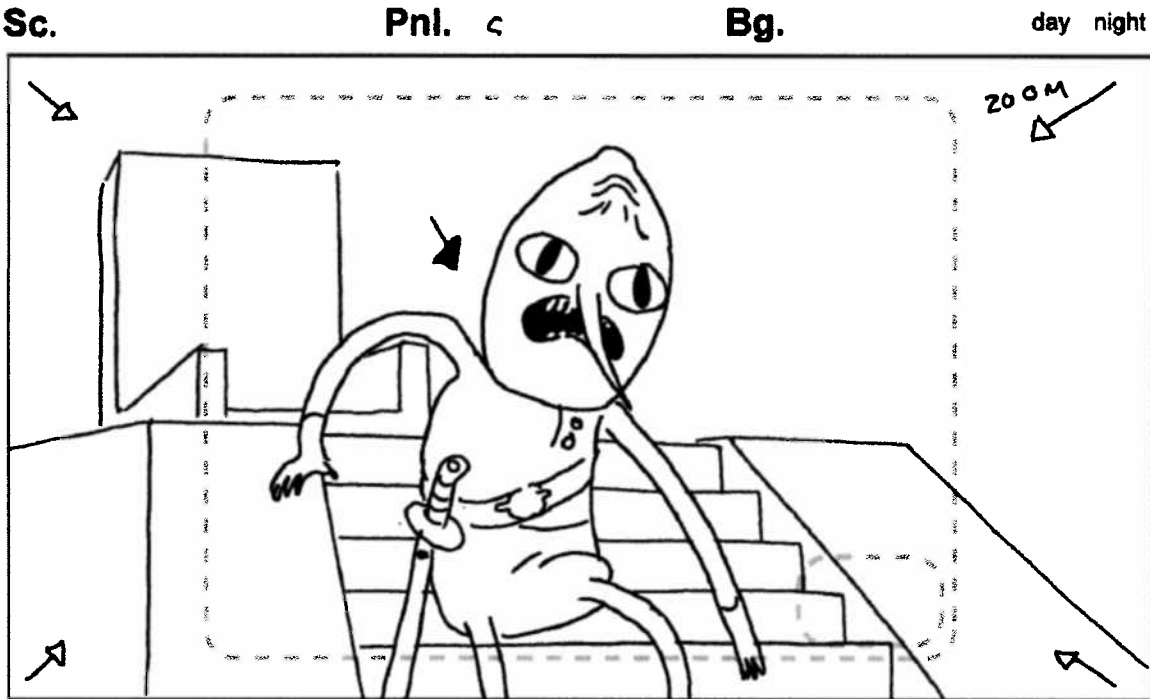


Dialog:	(LG) / what is grease	(LG) / I AM NOT A GREASE
Action:	(STARTING POSE)	WALKS DOWN STEPS.
Timing:		

EPISODE# 100899

Production :

ADVENTURE TIME



Dialog: LEMON GRAB / THIS IS  
AA AA UNACCEPTABLE

Action:

Timing:

# ADVENTURE TIME



Sc.	Pnl. A	Bg.	day night	Sc.	Pnl. A	Bg.	day night

Dialog:	(BLAMO) / hey what? what's going on?	(L.G.) / All unfit citizens of Lemongrab must be reconditioned!
Action:		
Timing:		

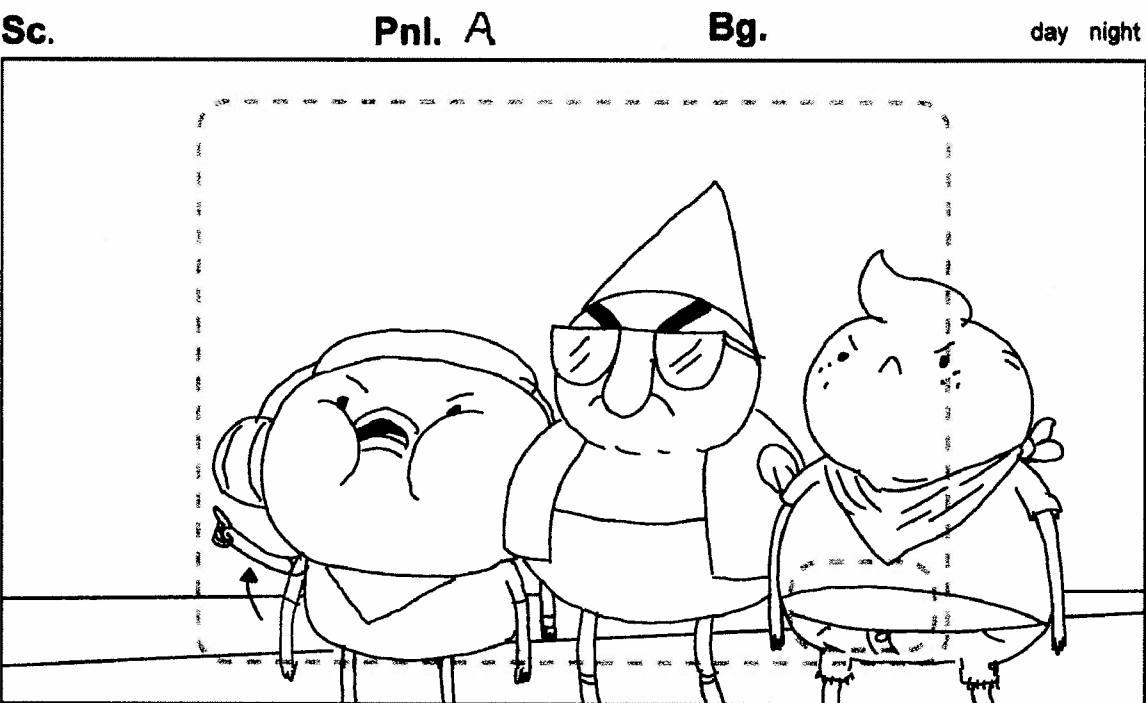
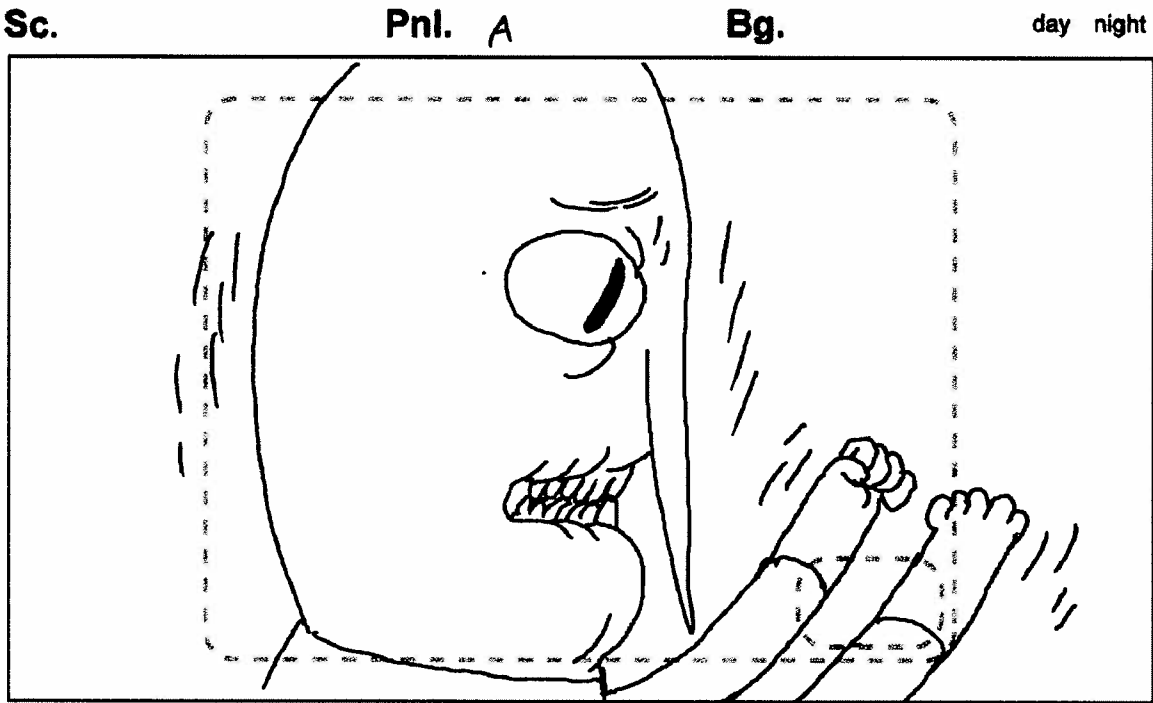
EPISODE # 100899

Production :

# ADVENTURE TIME



Page 84



Dialog:	<p>(LQ) / YOU WILL LEARN TO BE ACCEPTABLE MEMBERS OF THE L.Q. SOCIETY!</p>	<p>(BLUMBO) / Man are you crazy?</p>
Action:	<p>SHAKING, TENSE!</p>	
Timing:		

EPISODE # 100899

Production :

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# ADVENTURE TIME



Sc. Pnl. B Bg. day night

8/5

Sc. Pnl. A Bg. day night

Dialog:	<p>(JAMAICA) / Yeah the pvp gang don't play that, grease face</p>	<p>(LG) / NGGGGG</p>
Action:		
Timing:		

EPISODE # 100899

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# ADVENTURE TIME



Sc.	Pl. A	Bg.	day	night

Dialog:	L6/ Youuuuuuuuuu AAOO
Action:	
Timing:	

EPISODE# 100899

Production :



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# ADVENTURE TIME



Sc.	Pnl. A	Bg.	day	night	Sc.	Pnl. B	Bg.	day	night

Dialog:	LG / M E E E E E E E E E
Action:	(POKES MIRROR)
Timing:	

ADVENTURE TIME



Sc. Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

Dialog:
LG / - EEEEEEE
Action:
Timing:

EPISODE # 100899

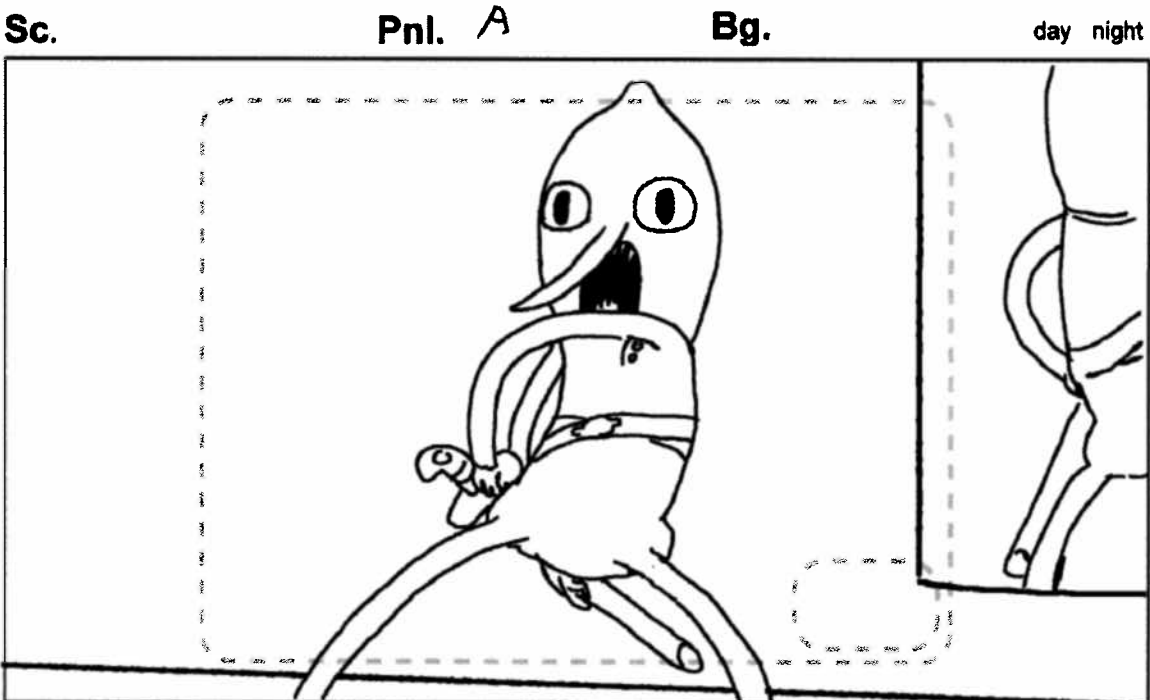
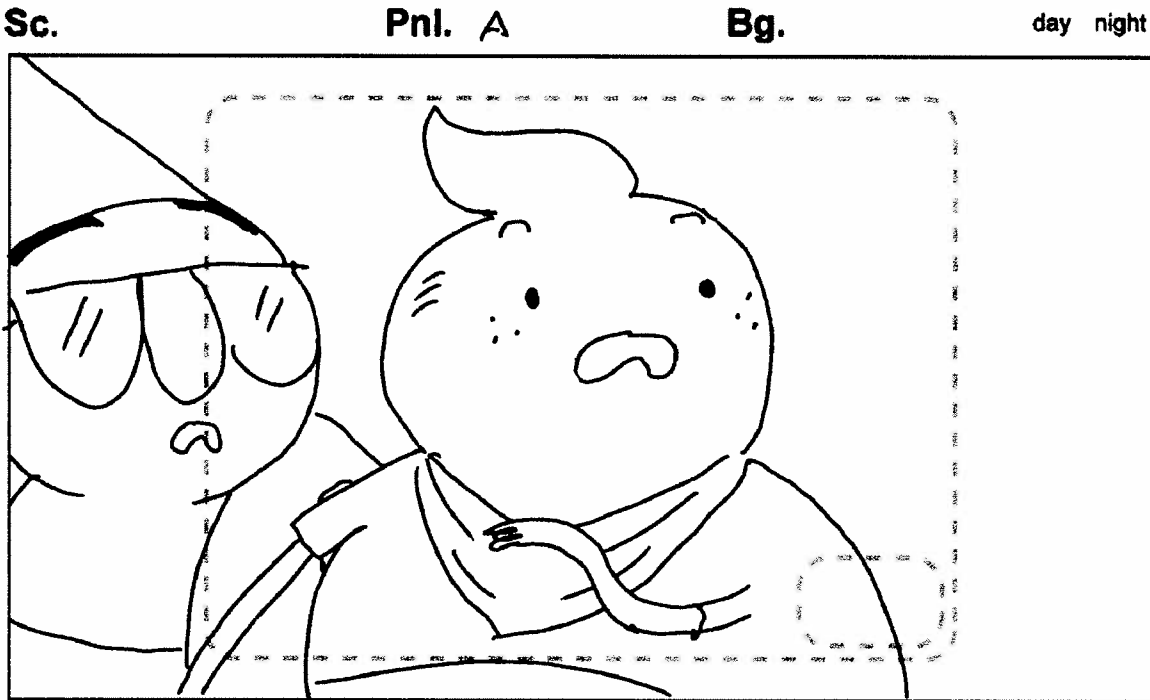
Production :

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# ADVENTURE TIME



Page 88B



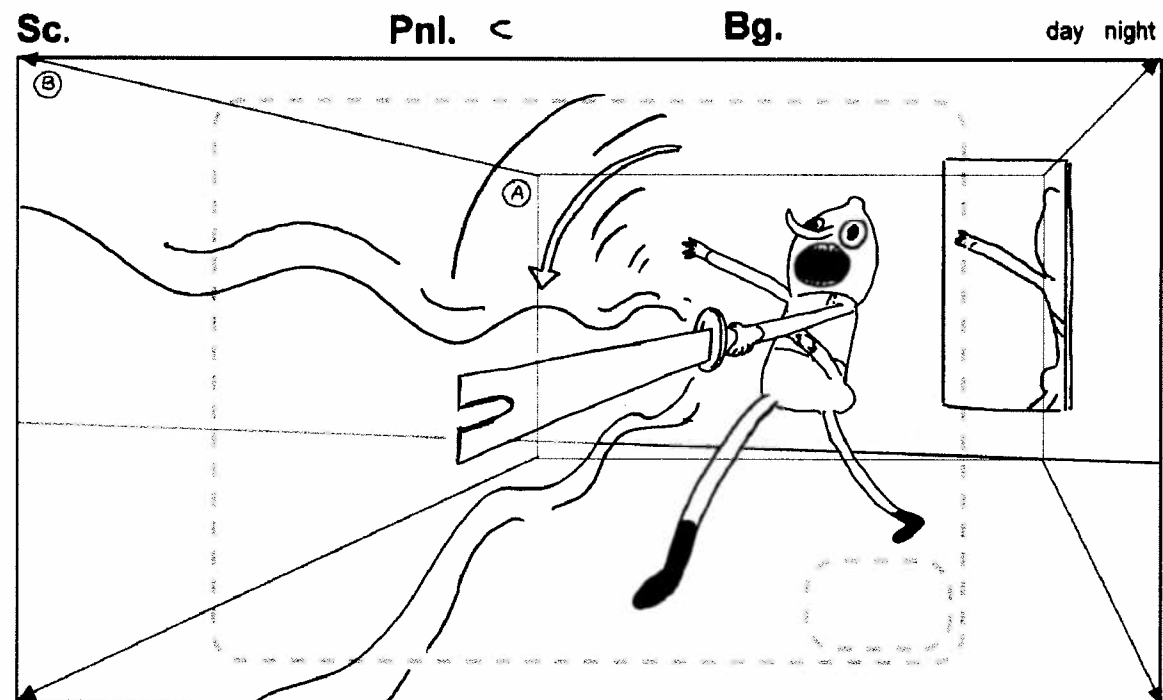
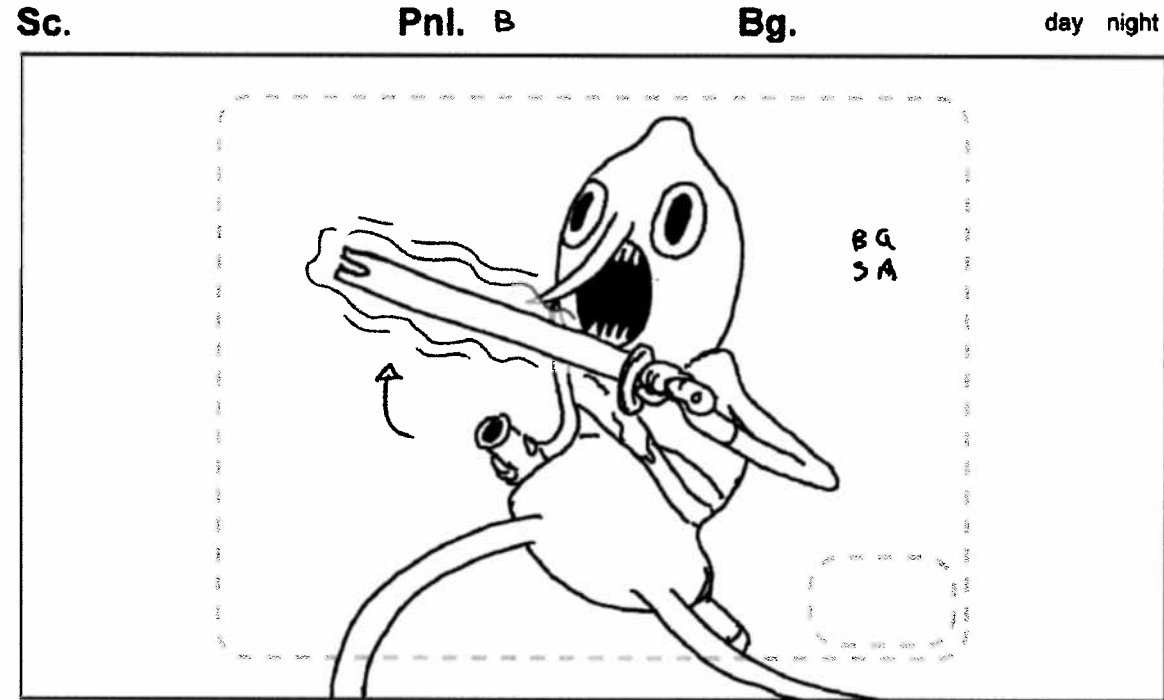
Dialog:	<u>TOUGHY</u> / Jesus christ!	<u>LG</u> / I HAVE TO USE MY -
Action:		
Timing:		

EPISODE # 100899

Production :

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# ADVENTURE TIME



Dialog:	(LG) / (CONT.) SOUND SWORD NOW!	(LG) / It's a sound sword! EWOAWOAWOA
Action:		
Timing:		

EPISODE # 100899

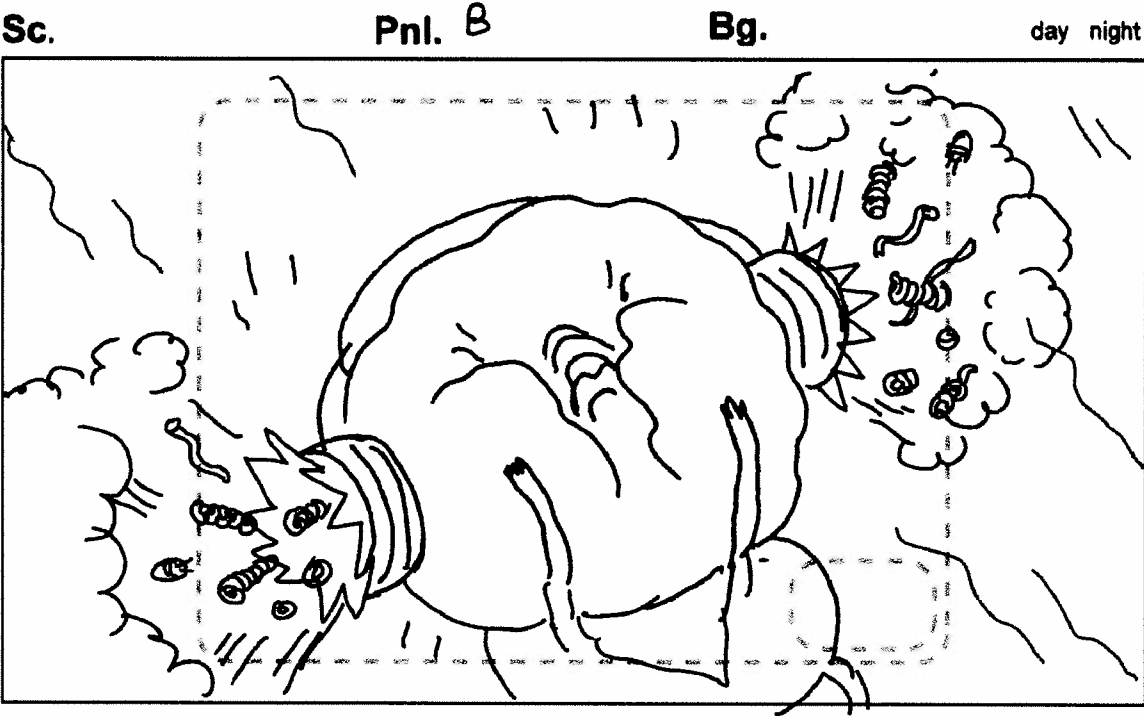
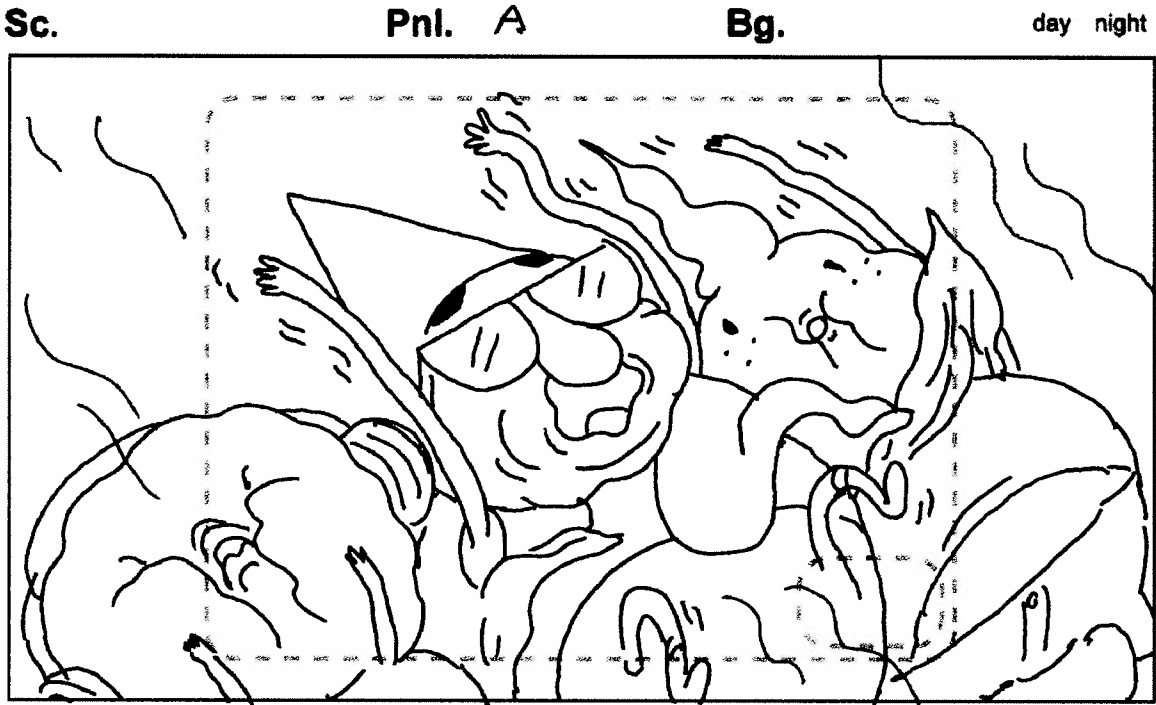
Production :

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# ADVENTURE TIME



Page 90



Dialog:	Pvp gang! AAAA
Action:	BLOMBO'S HEADPHONES EXPLODE
Timing:	

EPISODE # 100899

Production :

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# ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night

Sc.	Pnl. A	Bg.	day	night

Dialog:	JAMAICA / UHHG
Action:	(FADE IN)
Timing:	

EPISODE # 100899

Production :

ADVENTURE TIME

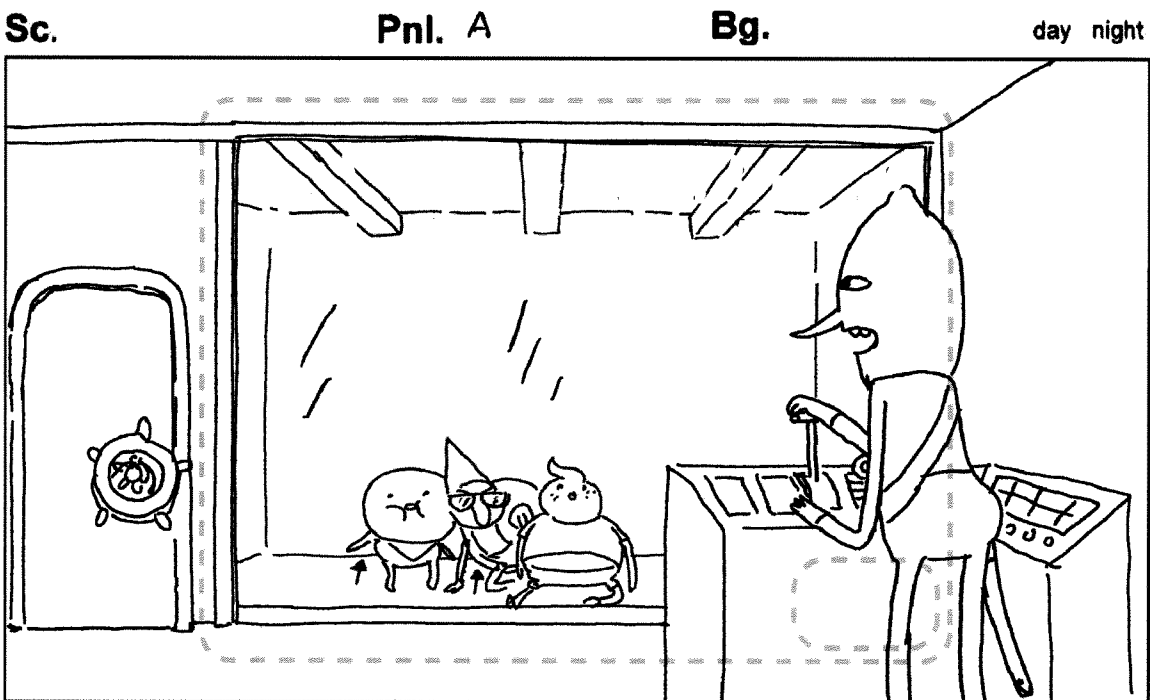
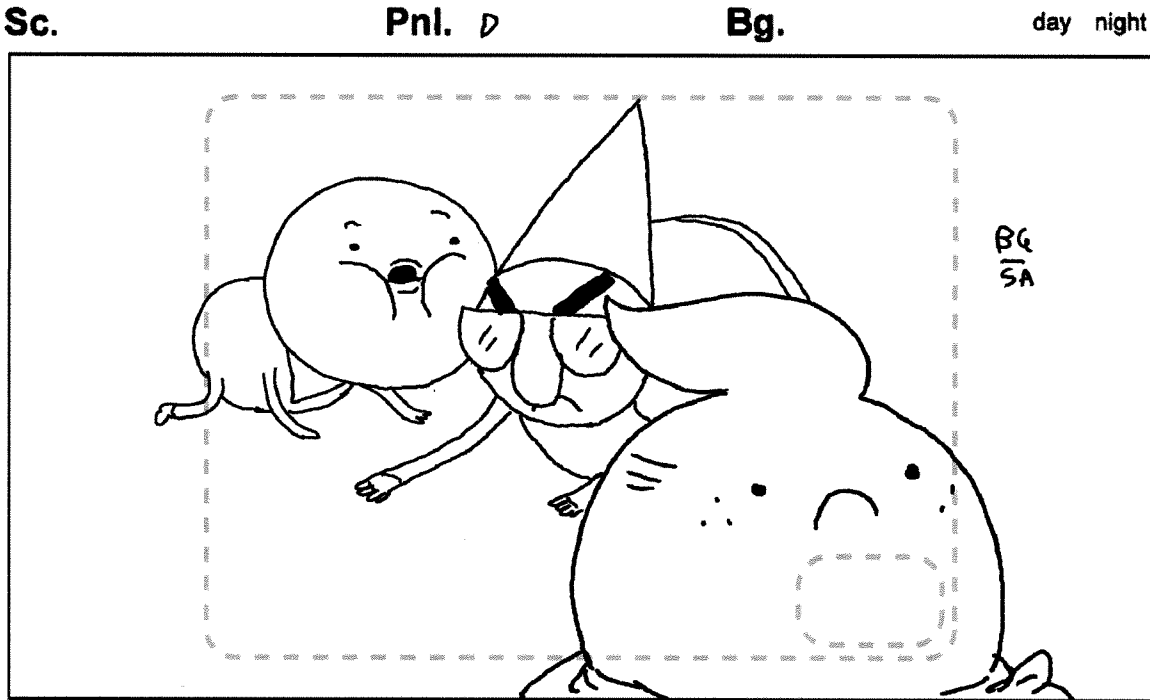


Sc. Pnl. B Bg. day night

Sc. Pnl. c Bg. day night

Dialog:	JAMAIKA / UHN YOU GUYS , WHAT?	J / WHERE ARE WE ?
Action:		
Timing:		

ADVENTURE TIME



Dialog:	<p>BLOOMBO / I don't know I -</p>	<p>LG / You are in my reconditioning chamber</p>
Action:		
Timing:		

EPISODE # 100899

Production :



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ADVENTURE TIME



Sc. Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

Dialog: (LG) / You will receive 4 to 3 units of juice now!

Action: 1- Flips switch 2- curls up tongue

Timing:

SFX ZZZAAA

EPISODE # 100899

Production :

ADVENTURE TIME



Sc. Pnl. A Bg. day night

Sc. Pnl. A Bg. day night

Dialog:	pup Gang / AAAAA	LG / OOOOAA
Action:	(ELECTRIC FLOOR)	
Timing:		

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ADVENTURE TIME



Sc.	Pnl. A	Bg.	day night

Sc.	Pnl.	Bg.	day night

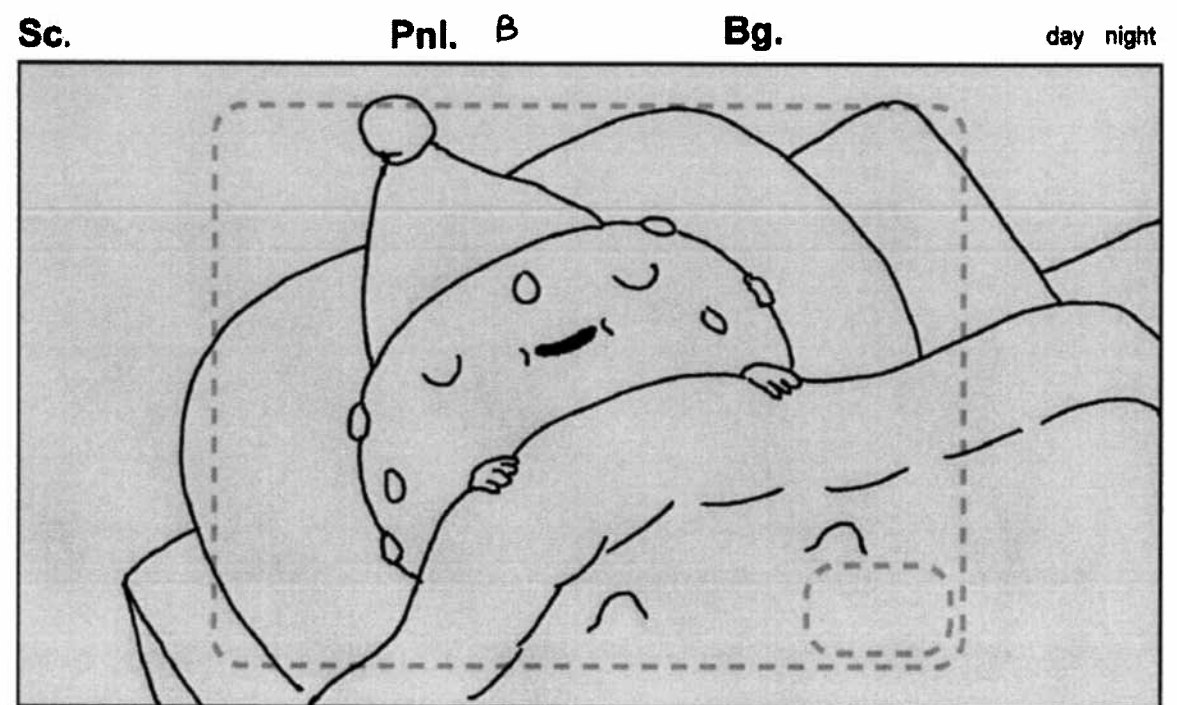
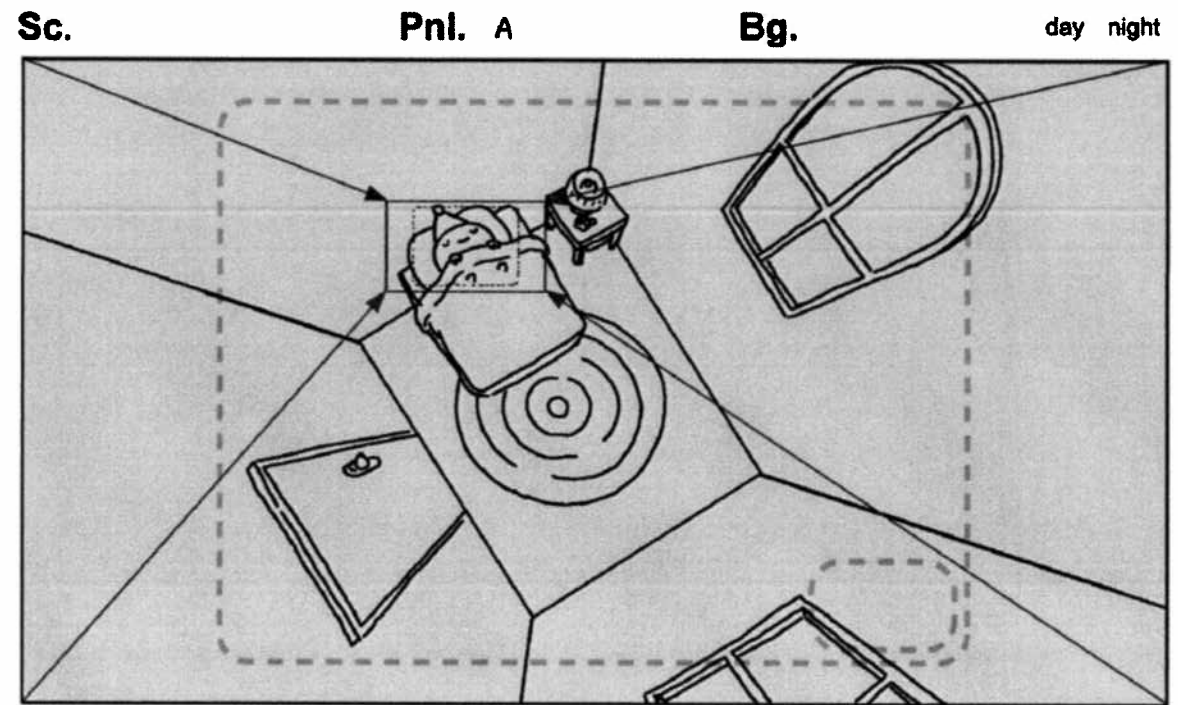
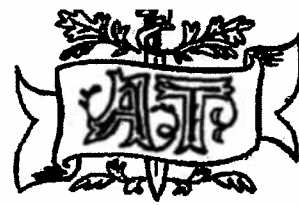
Dialog:	Pup Gang / AAAA
Action:	(LIGHTS FLICKER)
Timing:	

EPISODE # 100899

Production :

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# ADVENTURE TIME

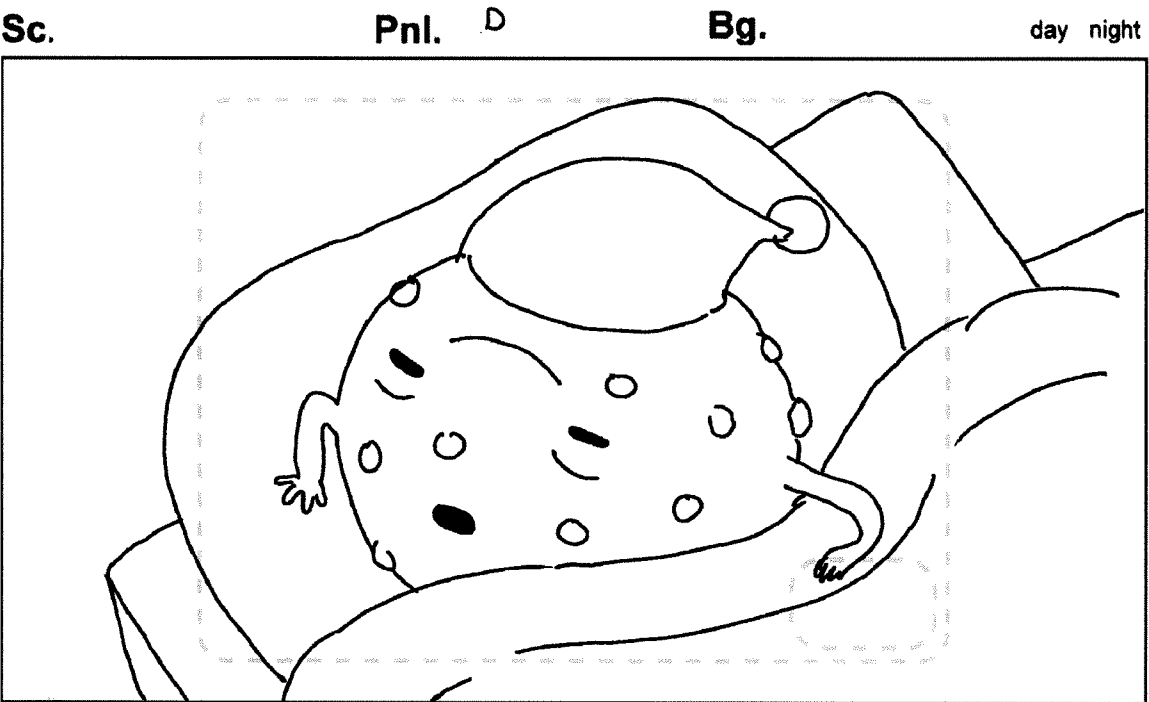
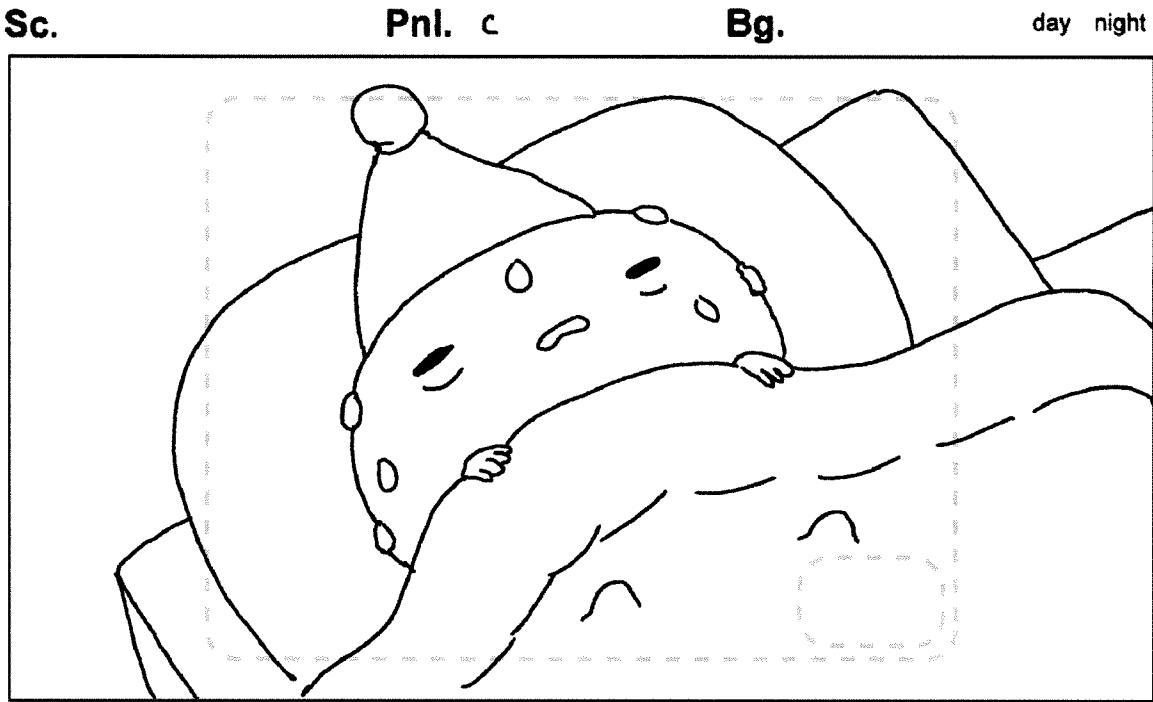


Dialog:	(PB) Crunchy?	(PB) Wake up crunchy.
Action:	( ZOOM IN )	
Timing:		

EPISODE # 100899

Production :

ADVENTURE TIME

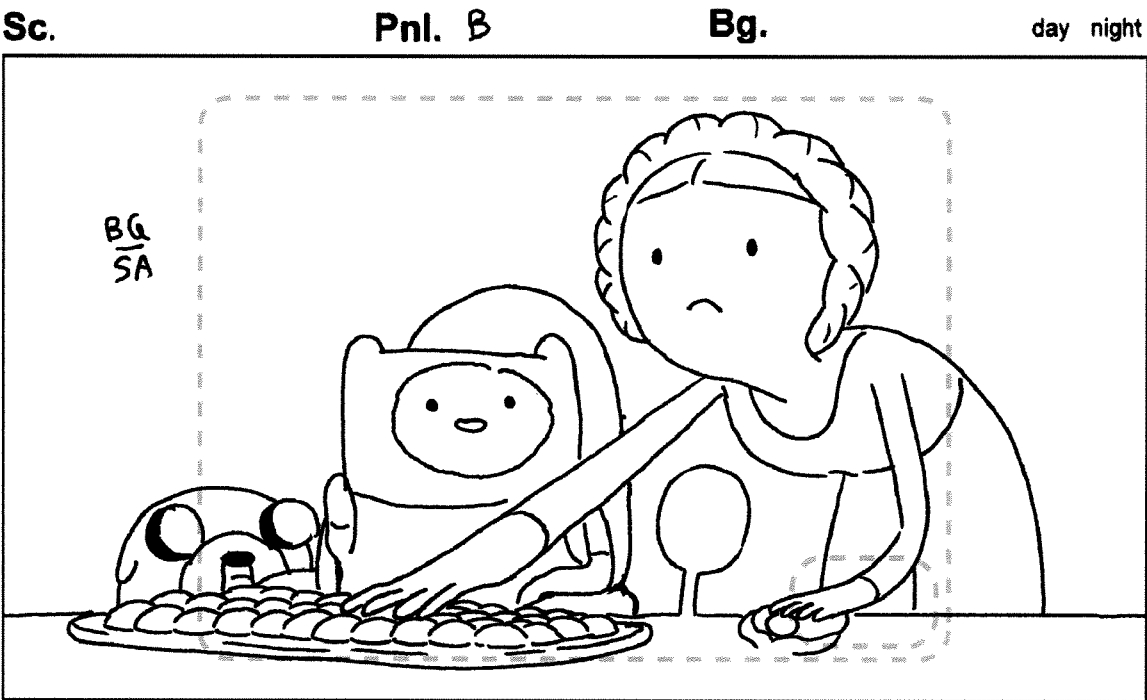
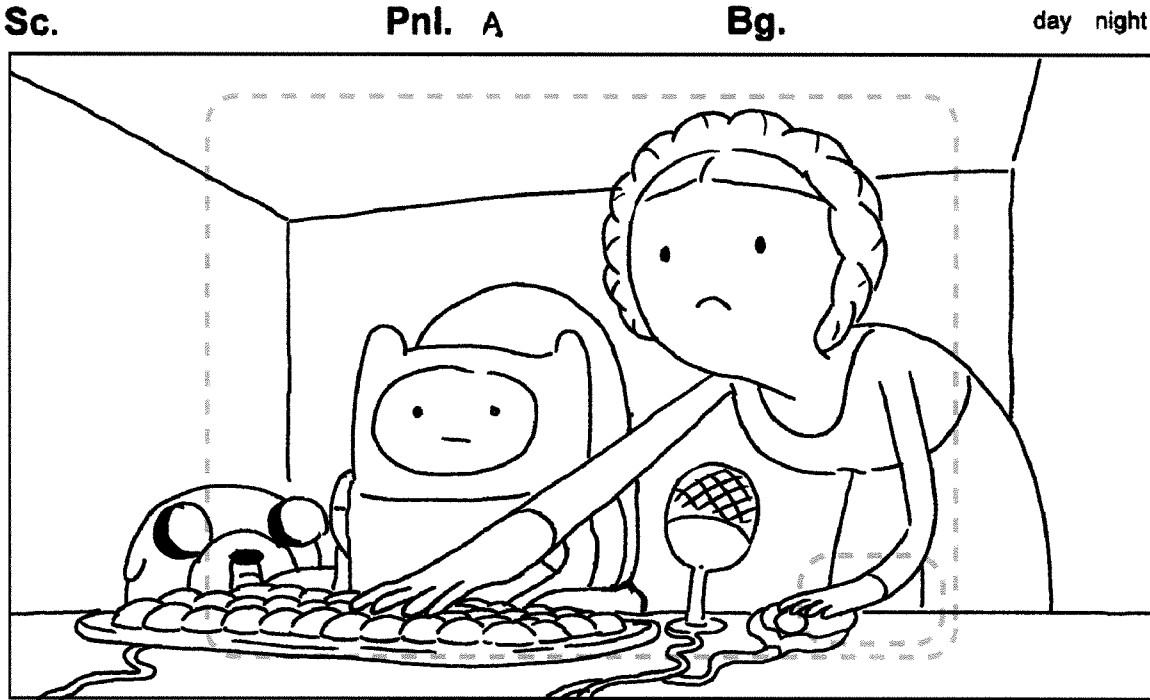


Dialog:	<p>Ⓒ/ EH?</p> <p>ⓅB/ CRUNCHY? IS EVERYTHING OKAY? ARE THERE INTRUDERS IN YOUR ROOM?</p>	<p>eh...</p> <p>Ⓒ: Glob? Is that you?</p>
Action:		
Timing:		

EPISODE # 100899

Production :

ADVENTURE TIME



Dialog:	<p>(C) Glob? Glob? ... oh well.</p> <p>(F) I THINK IT WORKED. No SIGN OF LEMONGRAB FOR THREE DAYS!</p>
Action:	
Timing:	

EPISODE # 100899

Production :

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# ADVENTURE TIME



Sc. Pnl. c Bg. day night

Sc. Pnl. A Bg. day night

Dialog:	(PB) / MAYBE ... LET'S KEEP LOOKING.
Action:	
Timing:	

EPISODE # 100899  
Production :

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# ADVENTURE TIME



Page 100 B

Sc.	Pnl. A	Bg.	day night	Sc.	Pnl. A	Bg.	day night

Dialog:	<div>JAKE (O.S.)   I like that guy crunchy.</div>
Action:	
Timing:	

EPISODE # 100899

Production :



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# ADVENTURE TIME



Sc. Pnl. A Bg. day night

Sc. Pnl. A Bg. day night

Dialog:
Action:
Timing:

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# ADVENTURE TIME

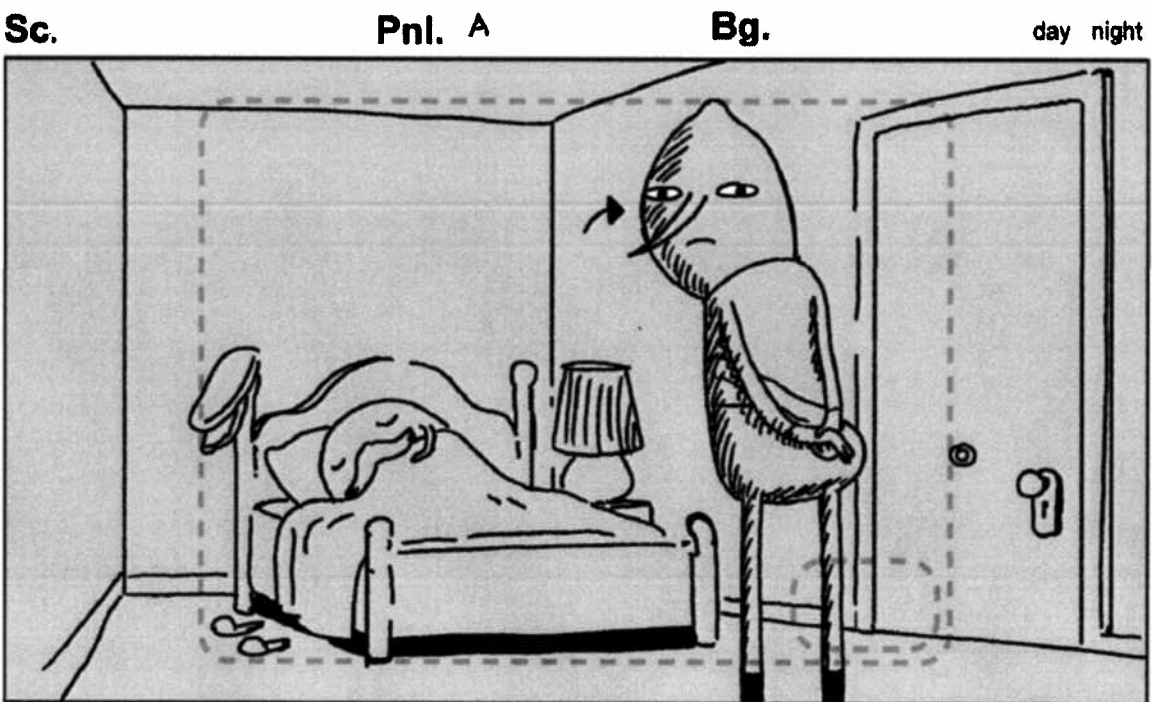
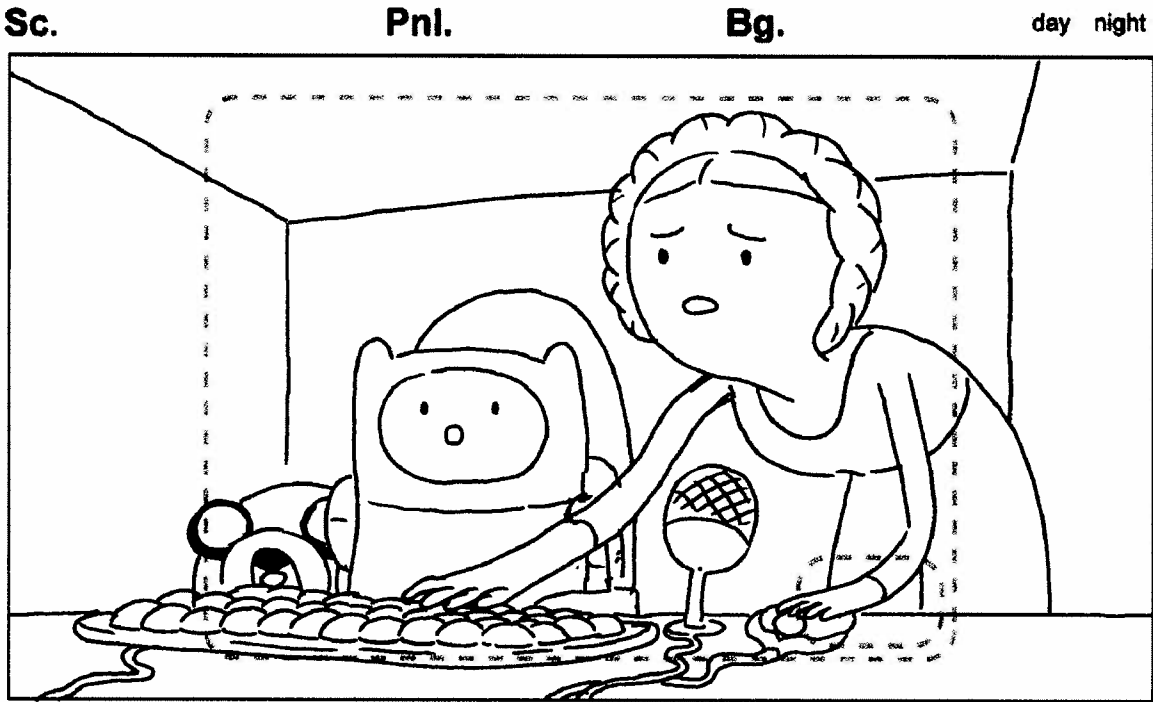


Sc. Pnl. A Bg. day night

Sc. Pnl. A Bg. day night

Dialog:
Action:
Timing:

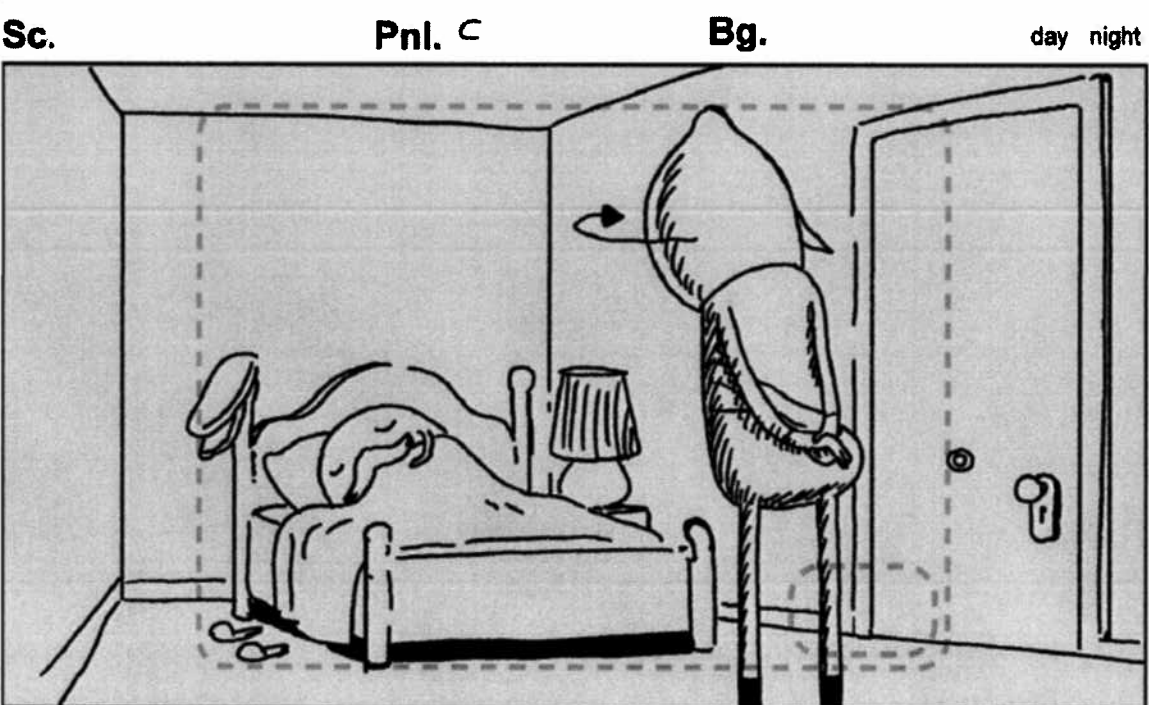
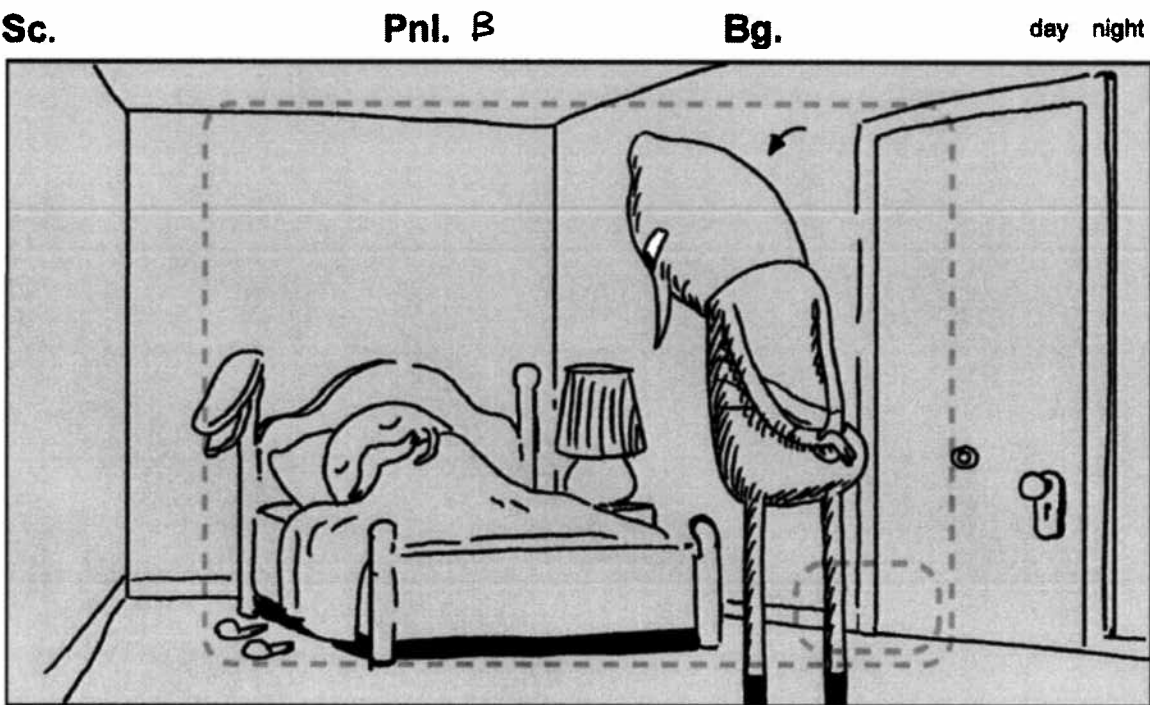
ADVENTURE TIME



Dialog:	(PB) / TSK OH GEEZ, -	(PB) / EARL O.S.
Action:		
Timing:		

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# ADVENTURE TIME



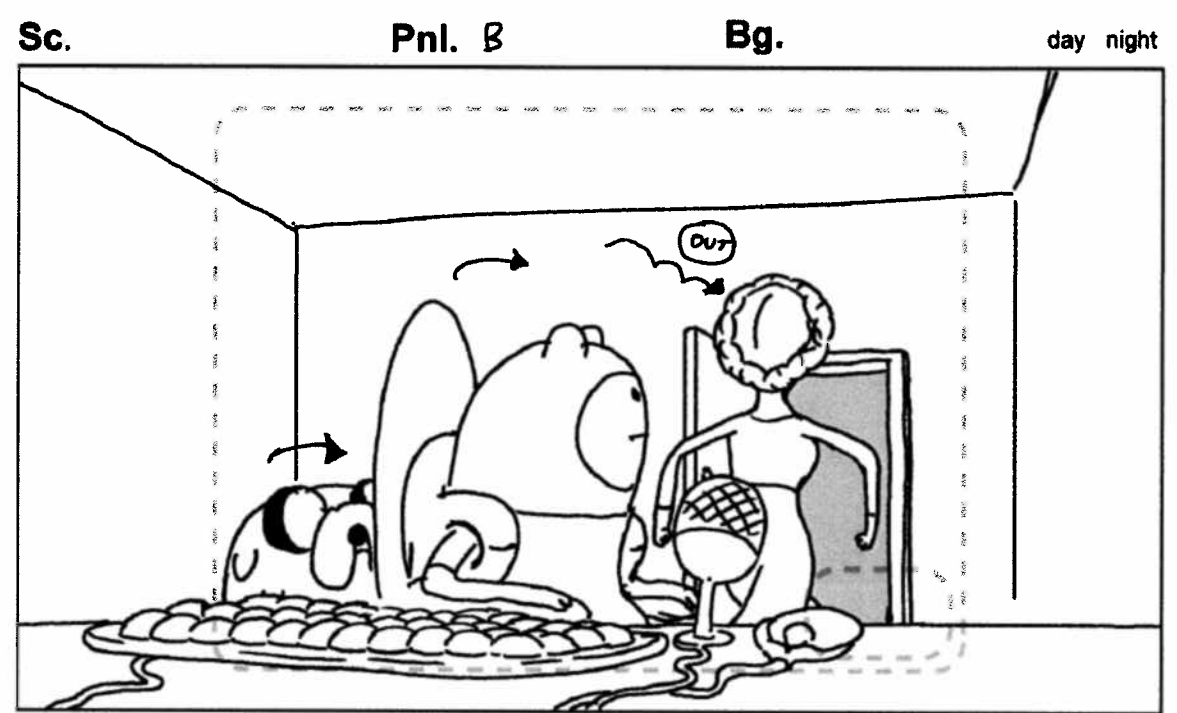
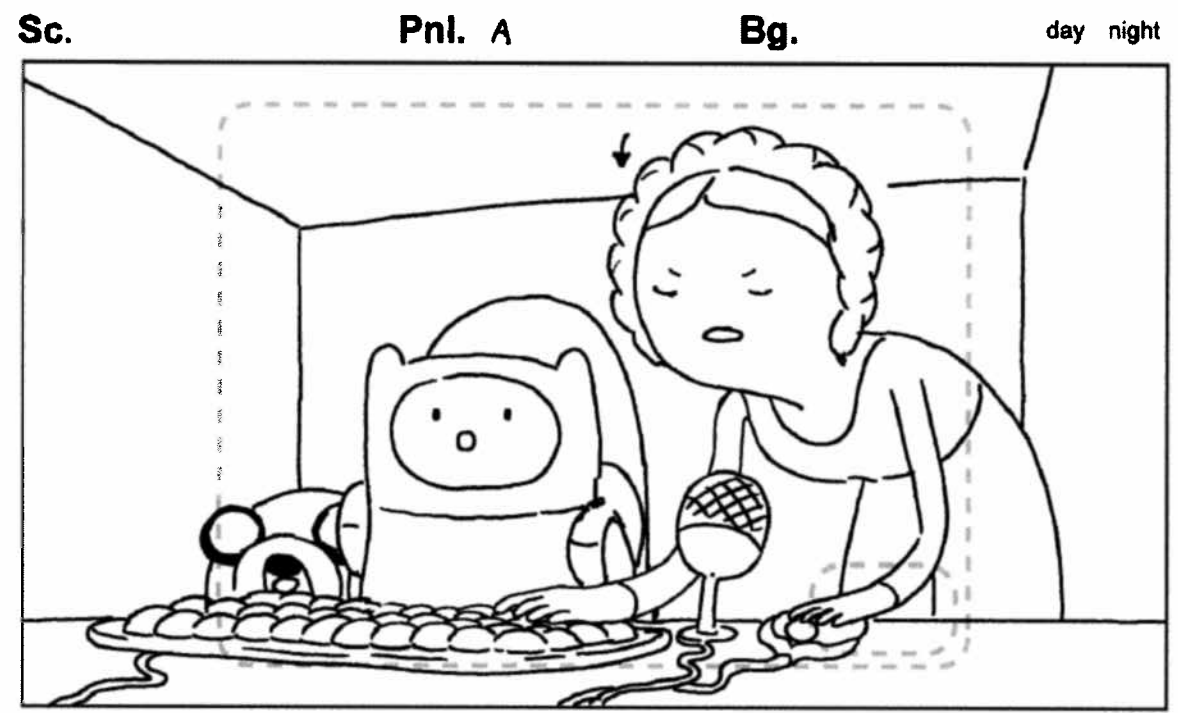
Dialog:	(PB) / EARL OF LEMONGRAB! HEY I'M TALKIN' TO YOU, DOOD!
Action:	
Timing:	

EPISODE # 100899

Production :

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# ADVENTURE TIME



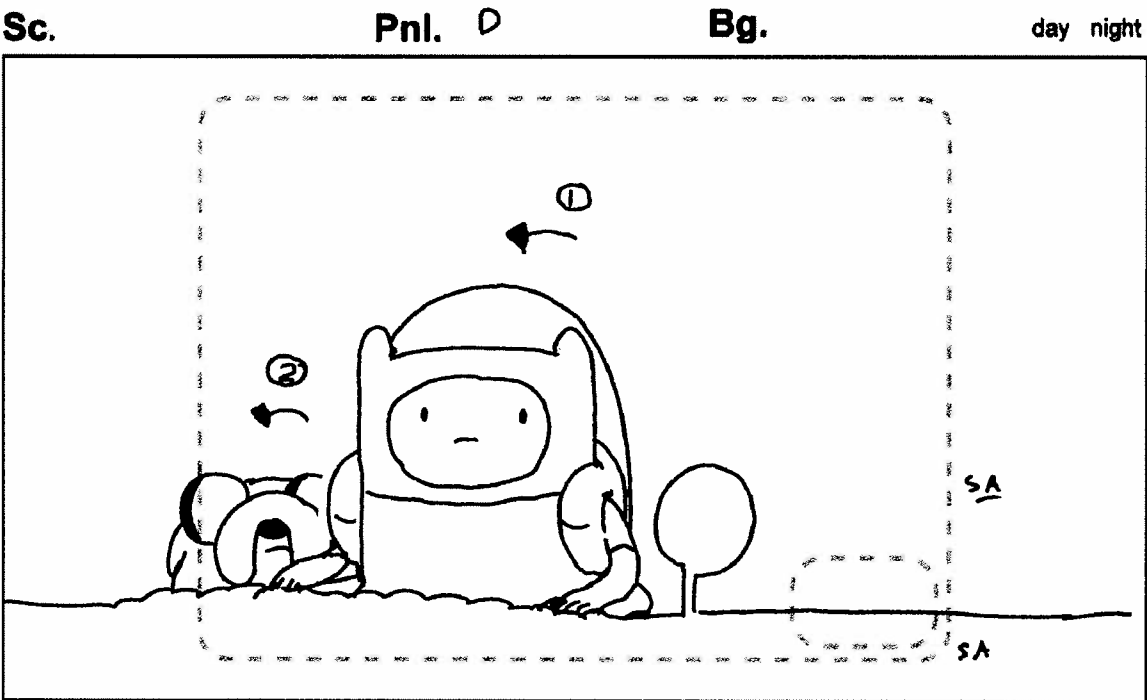
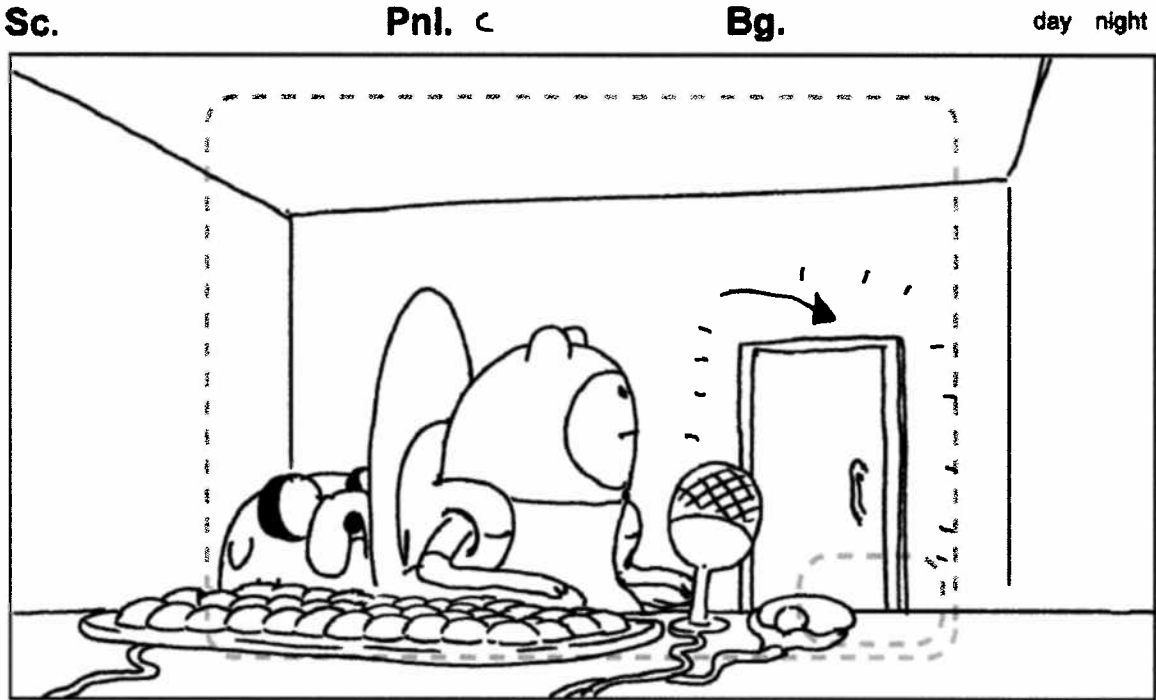
Dialog:	(PB) ETSK:
Action:	BUBBLEGUM MARCHES OUT.
Timing:	

EPISODE # 100899

Production :

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ADVENTURE TIME



Dialog:
Action: DOOR SHUTS
Timing:

EPISODE # 100899

Production :

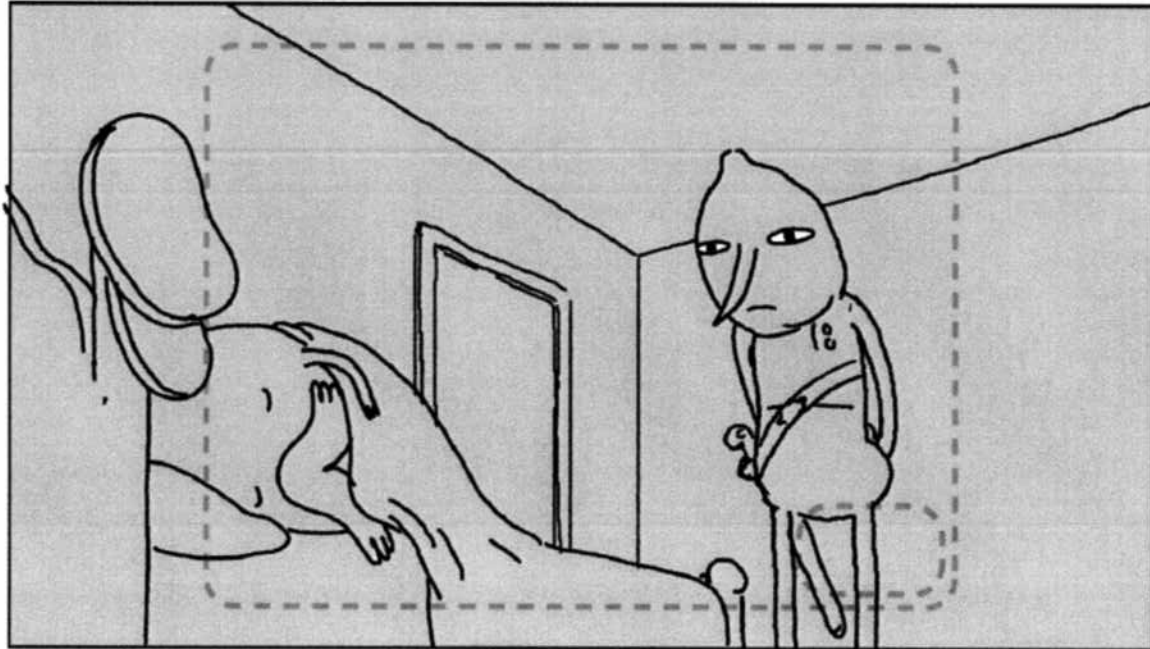


# ADVENTURE TIME

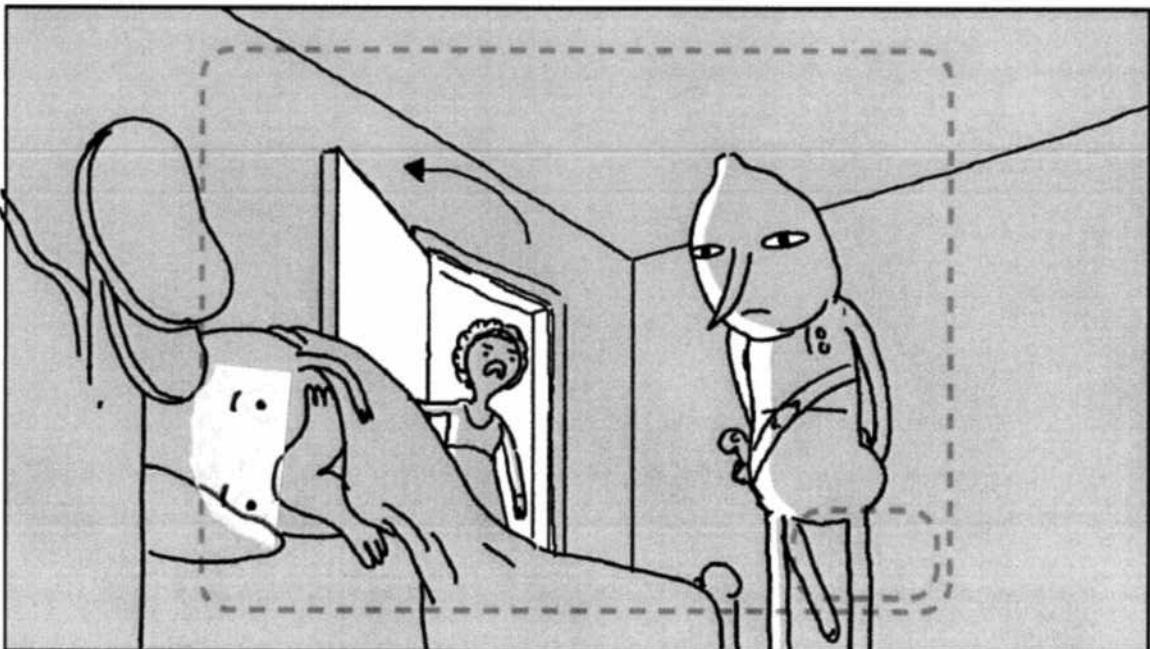


Page 105

Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	⚡ FOOTSTEPS ⚡	Ⓟ/ HEY!
Action:	( STARCHY OPENS EYES )	
Timing:		

EPISODE # 100899

Production :

# ADVENTURE TIME



Page 106

**Sc.**

**Pnl. C**

**Bg.**

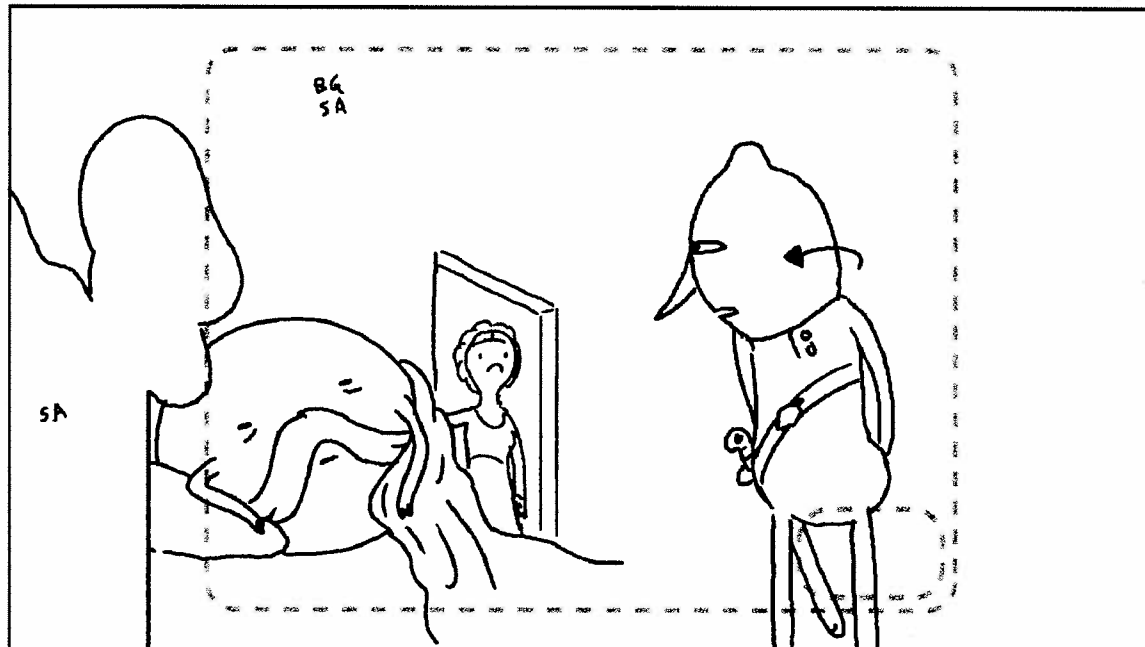
**day night**

**Sc.**

**Pnl. A**

**Bg.**

day night



**Dialog:**

LEMON GRAB / eh?

PB

What are  
you doing back  
here Lemongrass?

**Action:****Timing:**

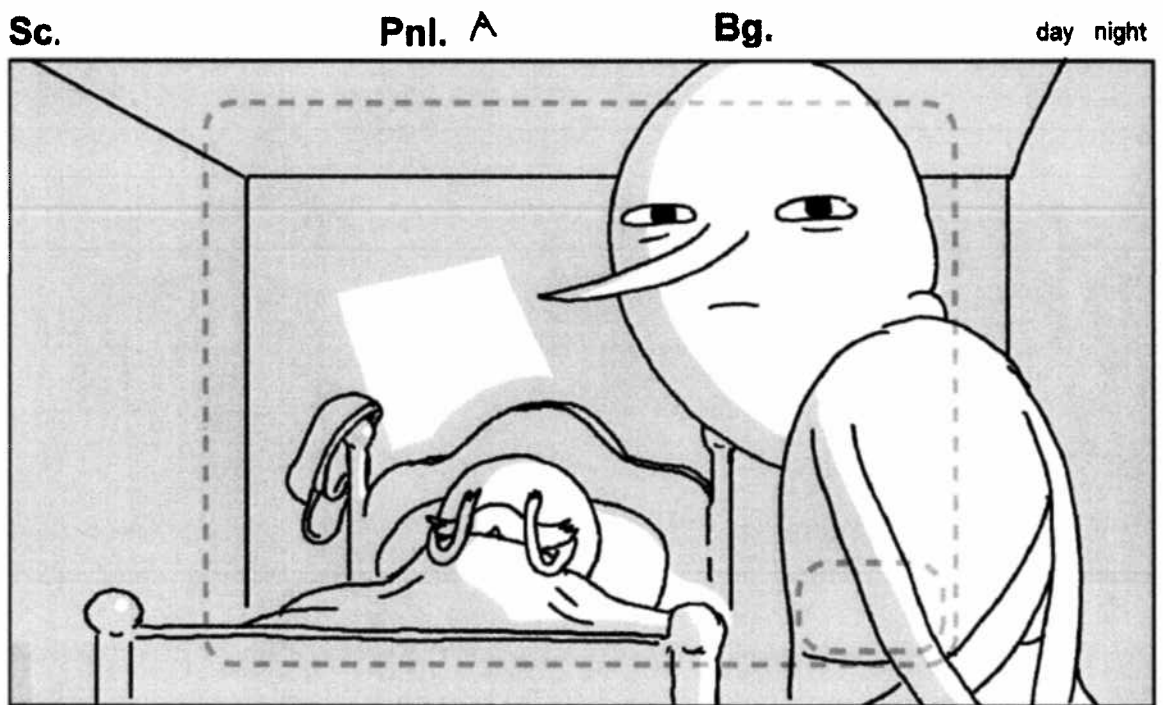
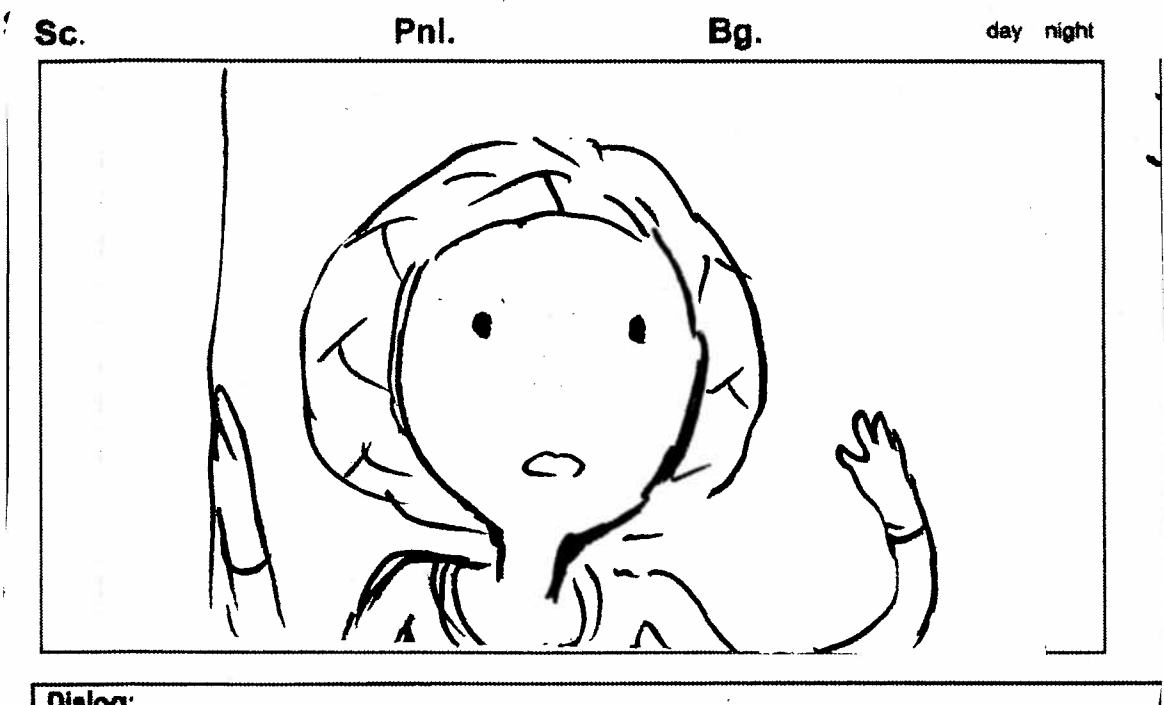
**EPISODE # 10899**

**Production :**



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# ADVENTURE TIME



Dialog:

Dialog:

Ⓟ / WHAT HAPPENED TO YOUR NEW CITIZENS?!

Action:

Timing:

STARCHY RUBBIN' HIS EYES

Ⓐ Ⓑ EYE RUB CYCLE -

- AND REST

EPISODE # 100899

Production :

ADVENTURE TIME



Sc. Pnl. B Bg. day night

Sc. Pnl. C Bg. day night

Dialog:

(LG) / INHALE e h h h h h h h h e h h h h h h h h e h h h h h h h h

Action:

(one long sound through all 3 panels)

Timing:

# ADVENTURE TIME



Sc. Pnl. D Bg. day night

Sc. Pnl. E Bg. day night

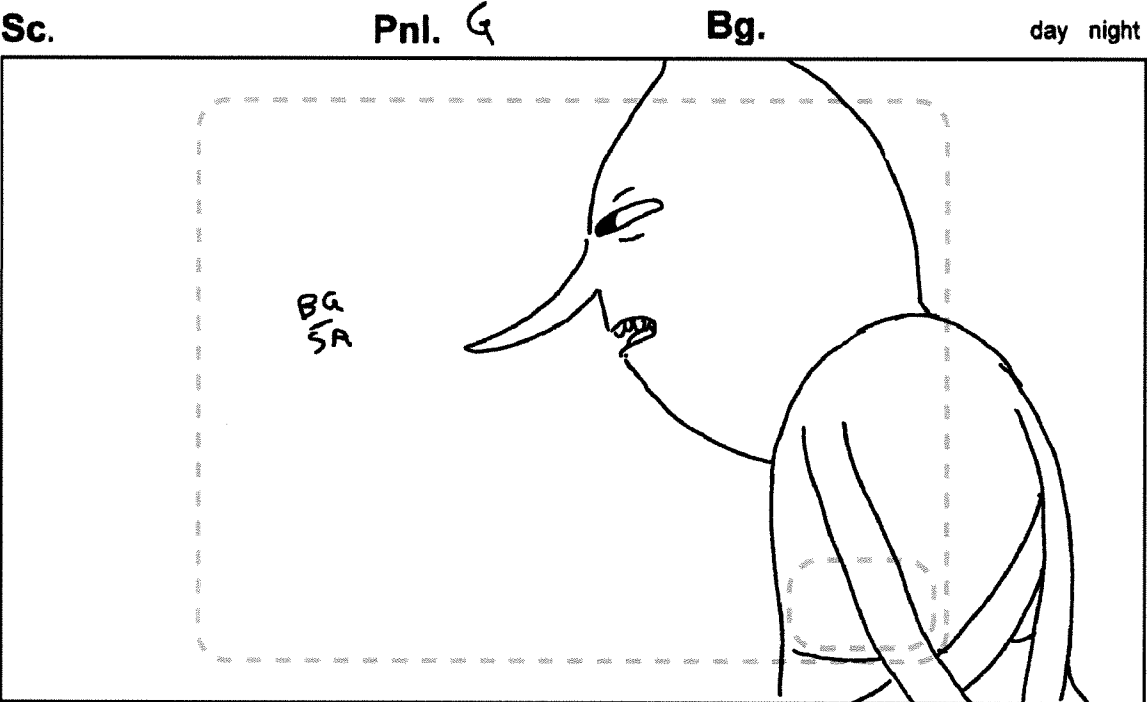
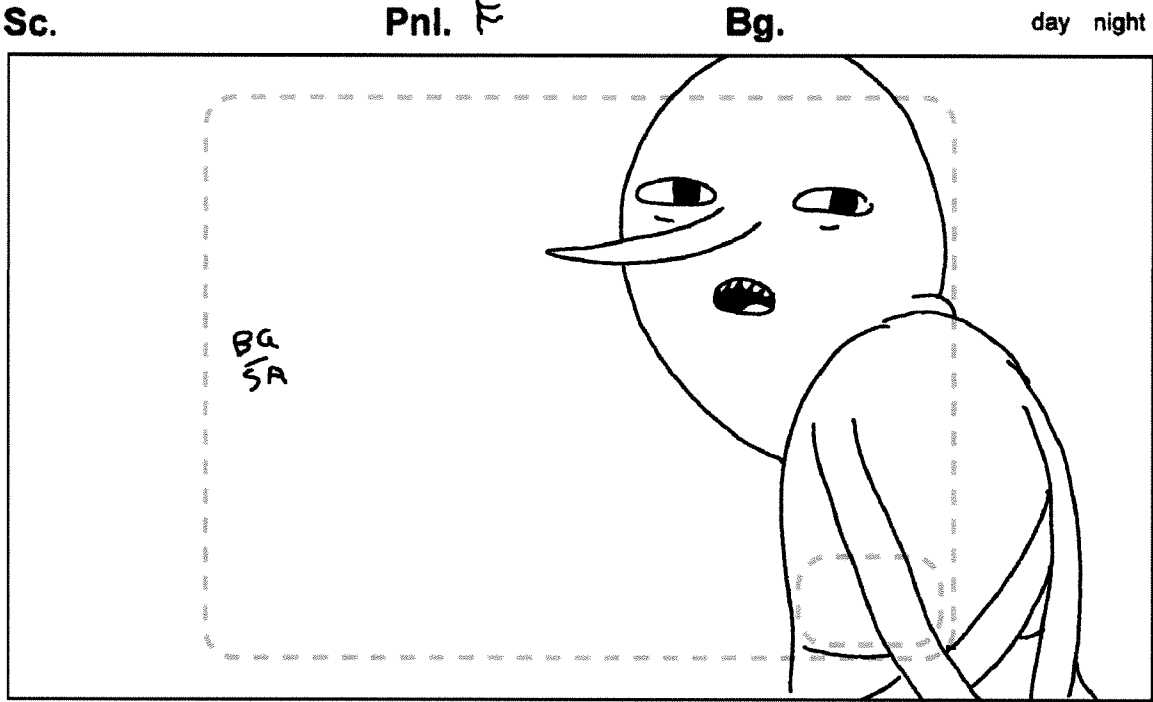
Dialog:
(LG) / -ehnnnnnn.
Action:
Timing:

EPISODE # 100899

Production :

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ADVENTURE TIME



Dialog:	(L:) They didn't understand my lemonstylz.	(L:) I like this way better.
Action:		
Timing:		

EPISODE # 100899

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ADVENTURE TIME



Sc. Pnl. H Bg. day night

Sc. Pnl. Bg. day night

Dialog:
Action: wipes nose
Timing:

# ADVENTURE TIME



Page 110 c

Sc.

Pnl.

Bg.

day night



Sc.

Pnl.

Bg.

day night



Dialog:

Dialog:

(Thoughtful)  
(PB) hmmm -

(PB) y'know what  
Earl -

Action:

Timing:

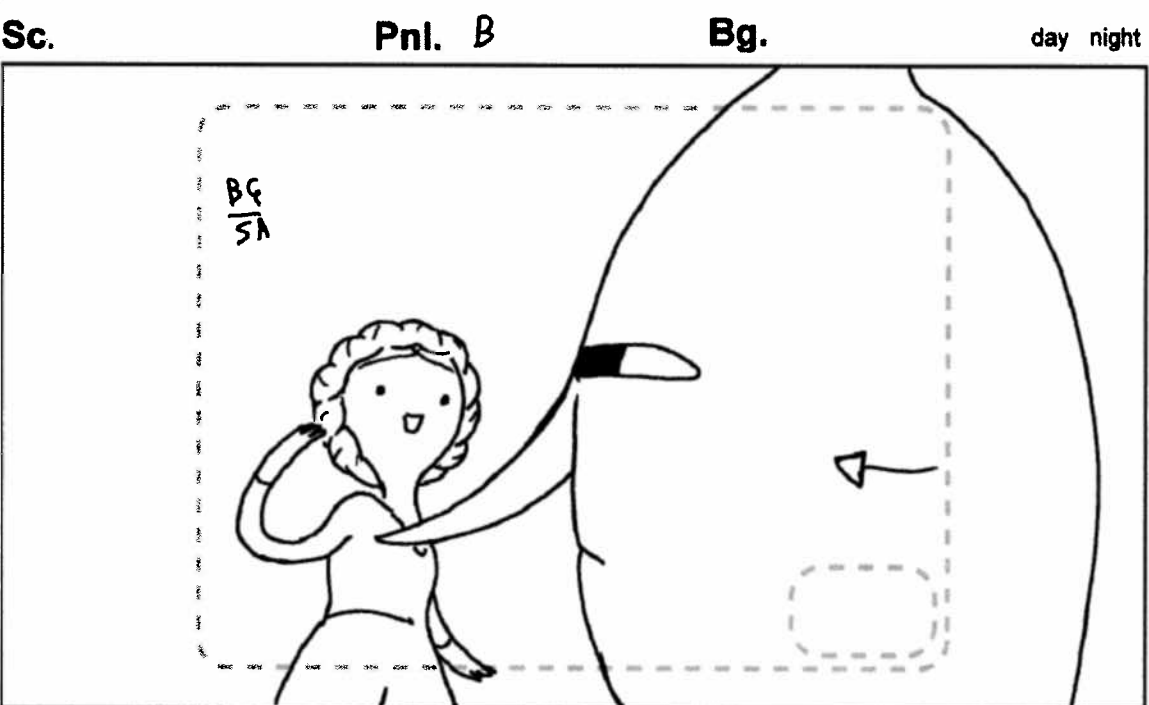
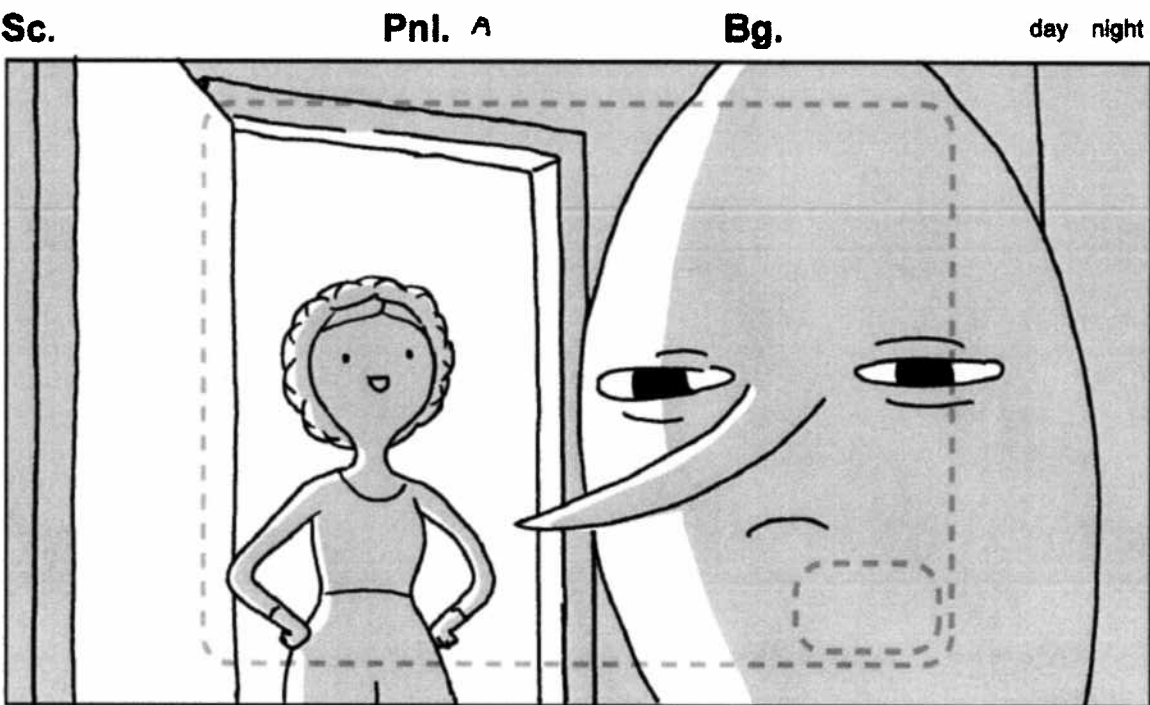
EPISODE #

EPISODE # 100899

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# ADVENTURE TIME



Dialog:	<p>(PB) / I WONDER IF MAYBE YOU DON'T QUITE UNDERSTAND THEIR <u>CANDY</u> STYLZ.</p>	<p>(PB) COM'ON LEMME SHOW YOU SOMETHING -</p>
Action:		
Timing:		

EPISODE# 100899

Production :

ADVENTURE TIME



Sc. Pnl. C Bg. day night

Sc. Pnl. D Bg. day night

Dialog:

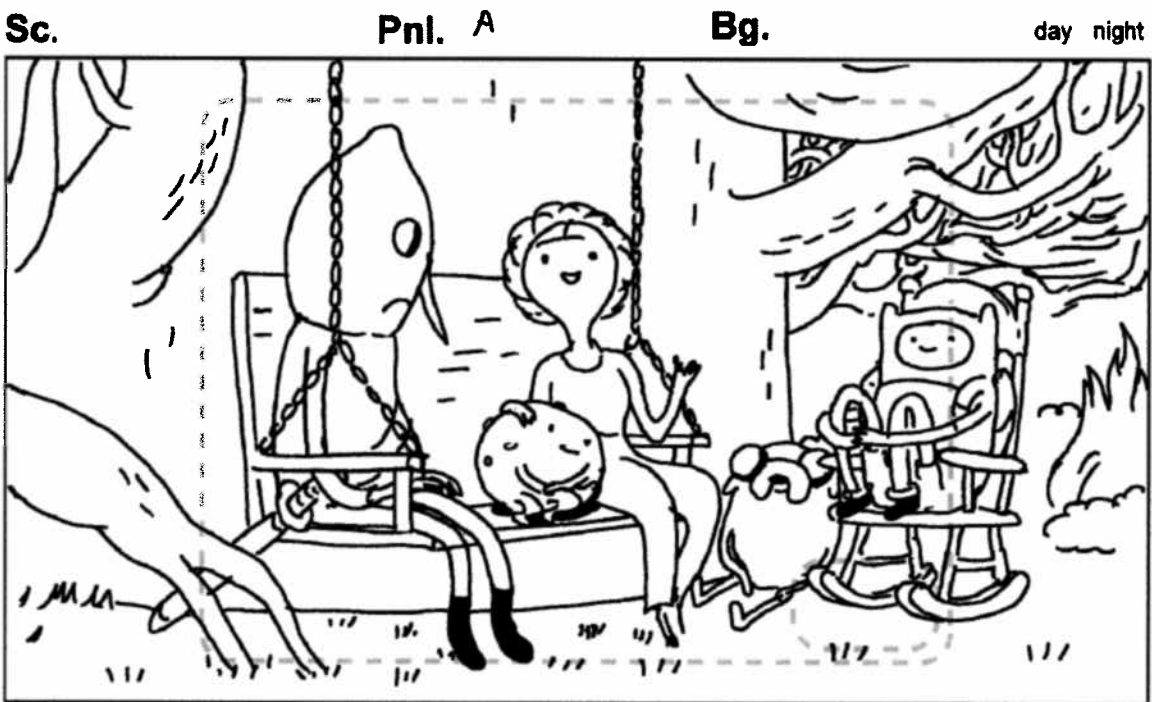
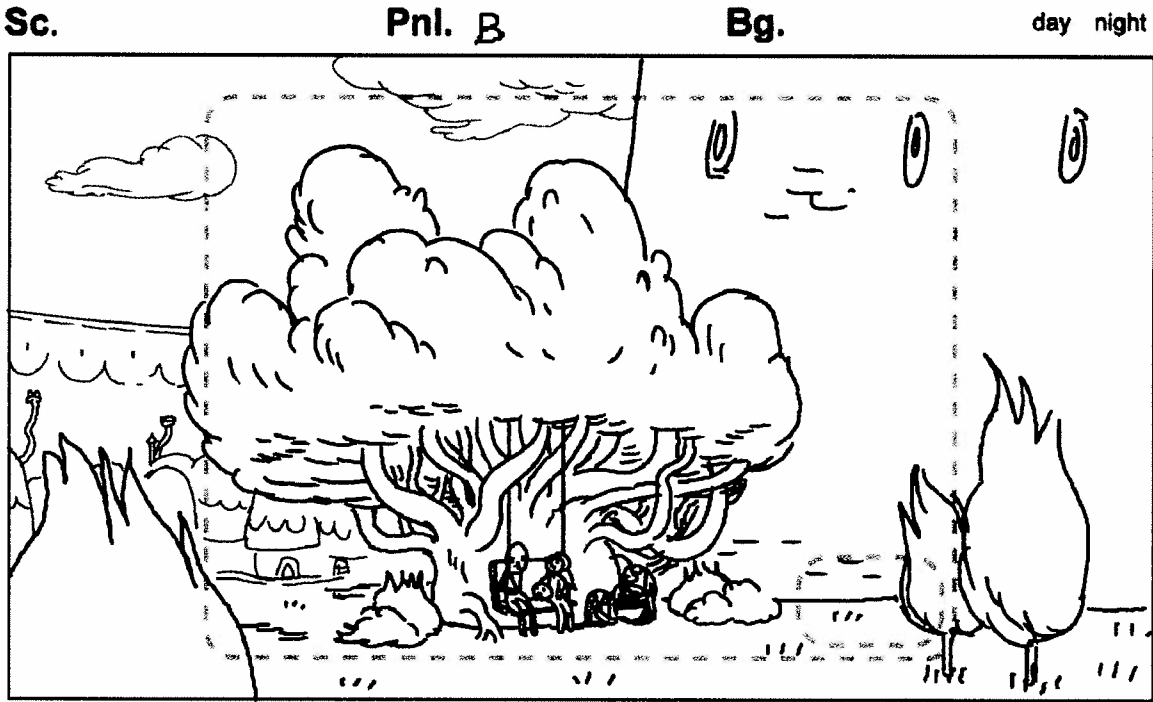
(L)/(GRUMBING) ehhh...mm neh...  
I know things already.. enh..

Action:

Timing:

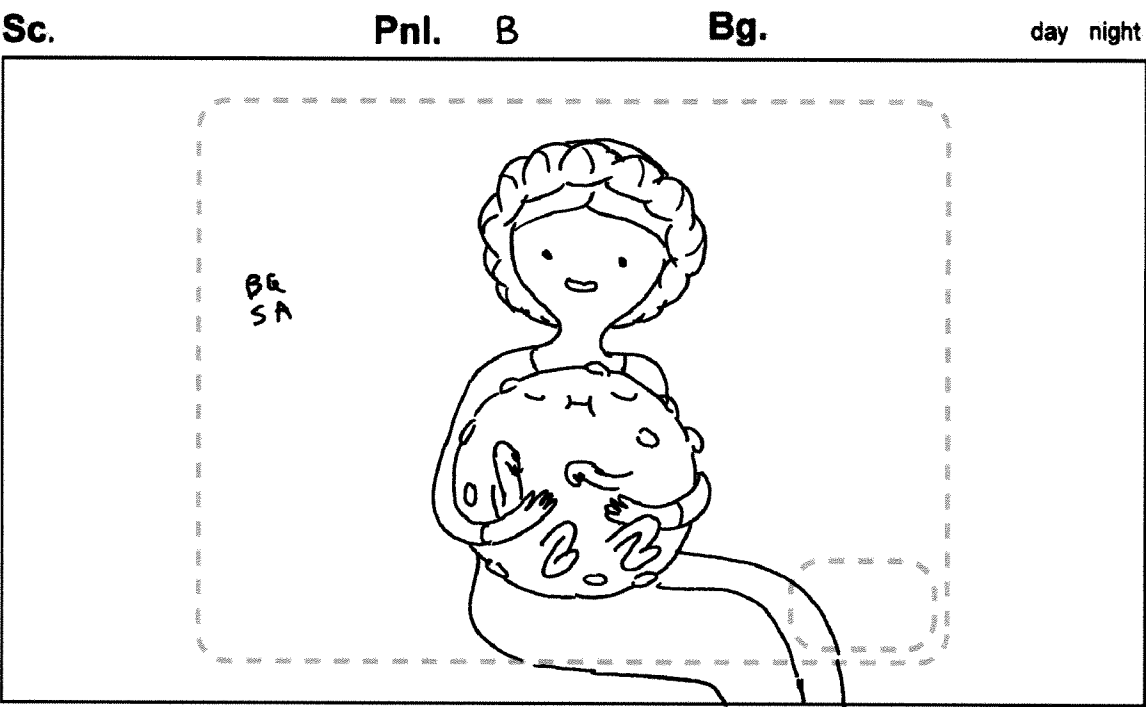
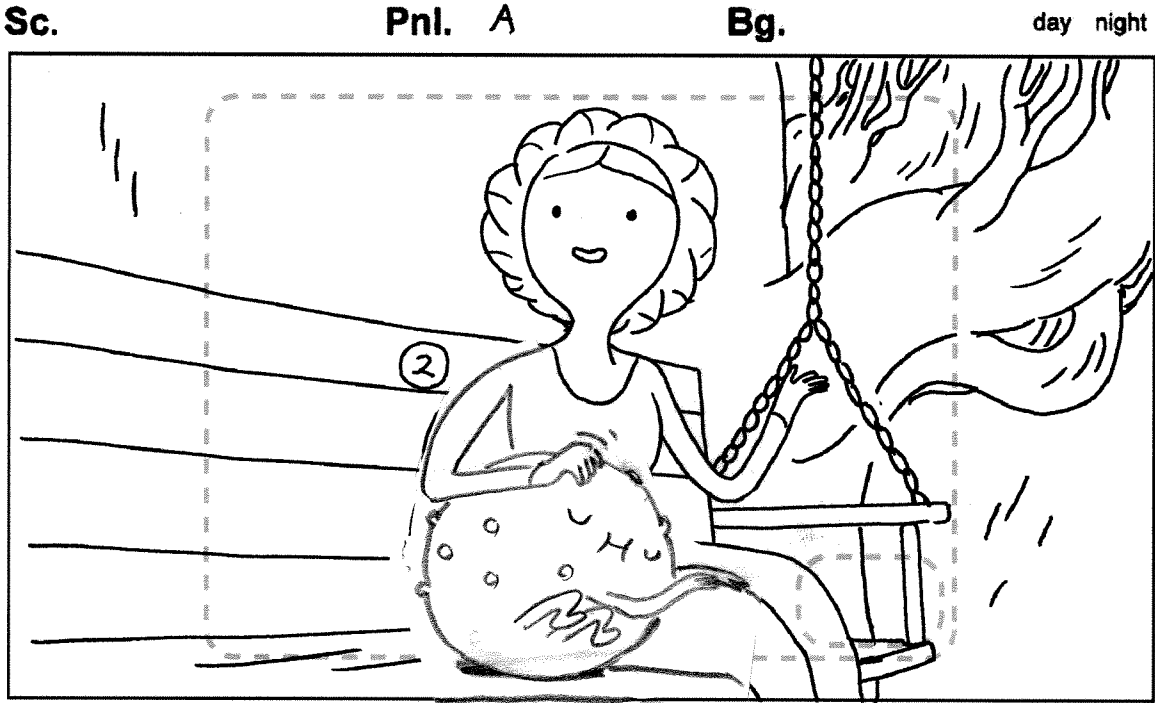


ADVENTURE TIME



Dialog:	(PB) / YOU SEE EARL, CANDY PEOPLE ARE MAD SPECIAL -
Action:	
Timing:	

ADVENTURE TIME



Dialog:	(PB) THEY NEED CONSTANT STROKING AND SNUGGLING,	(PB) - TO MODULATE THEIR BASAL HEDONIC STATE.
Action:	(1)	
Timing:		

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ADVENTURE TIME

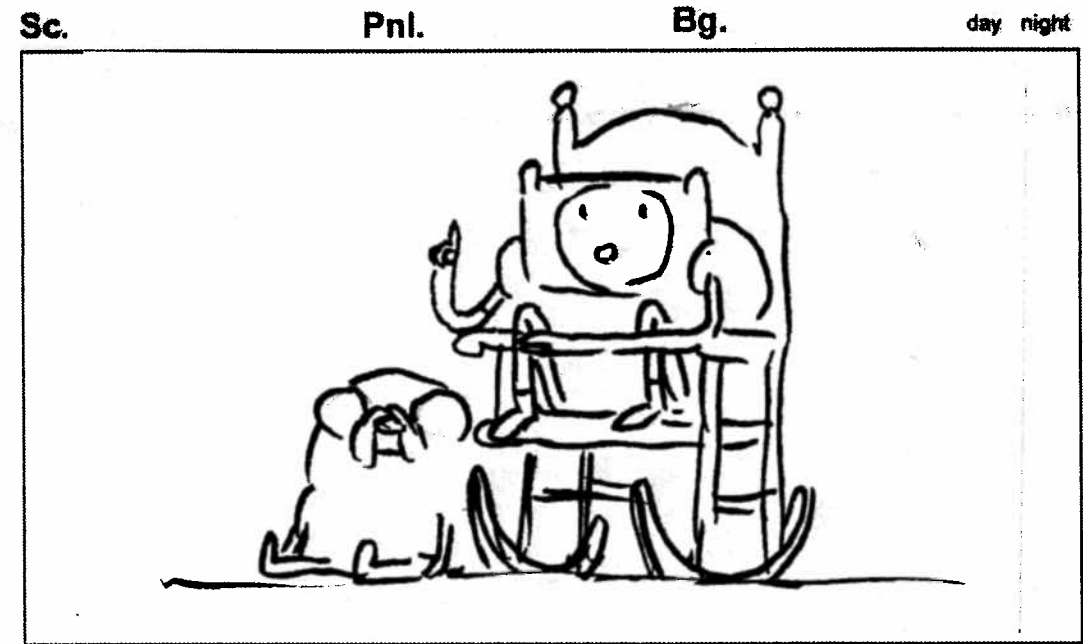
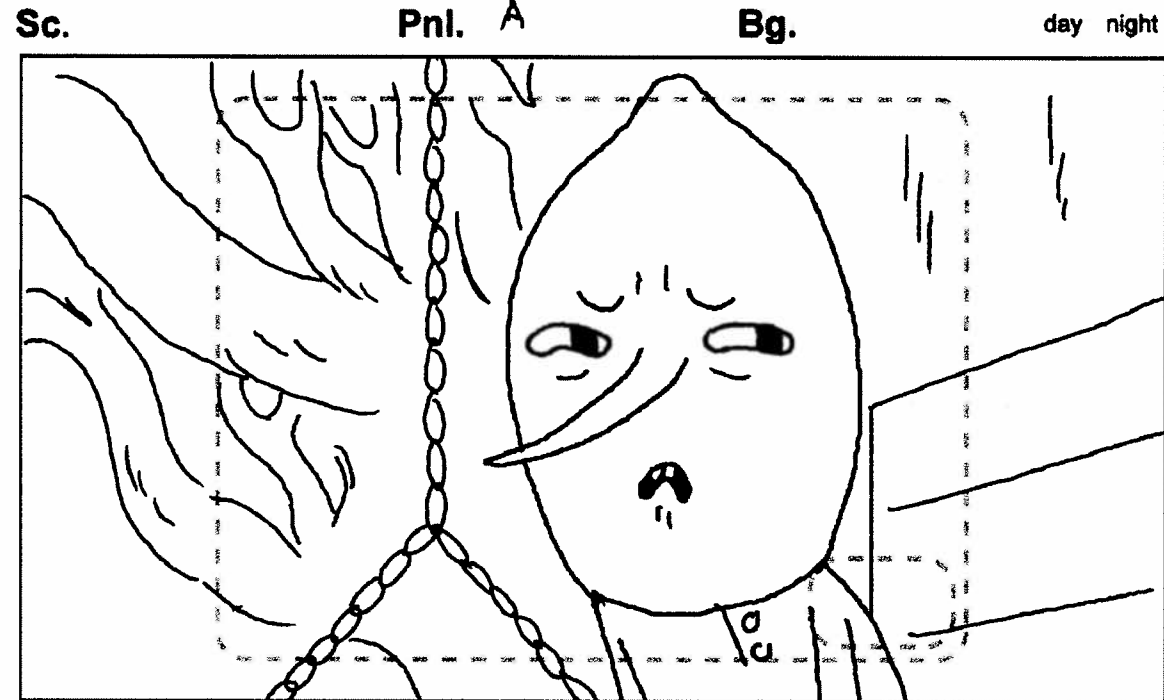


Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:
(Kiss)
Action:
Timing:

EPISODE# 100899  
Production :

# ADVENTURE TIME



Dialog:

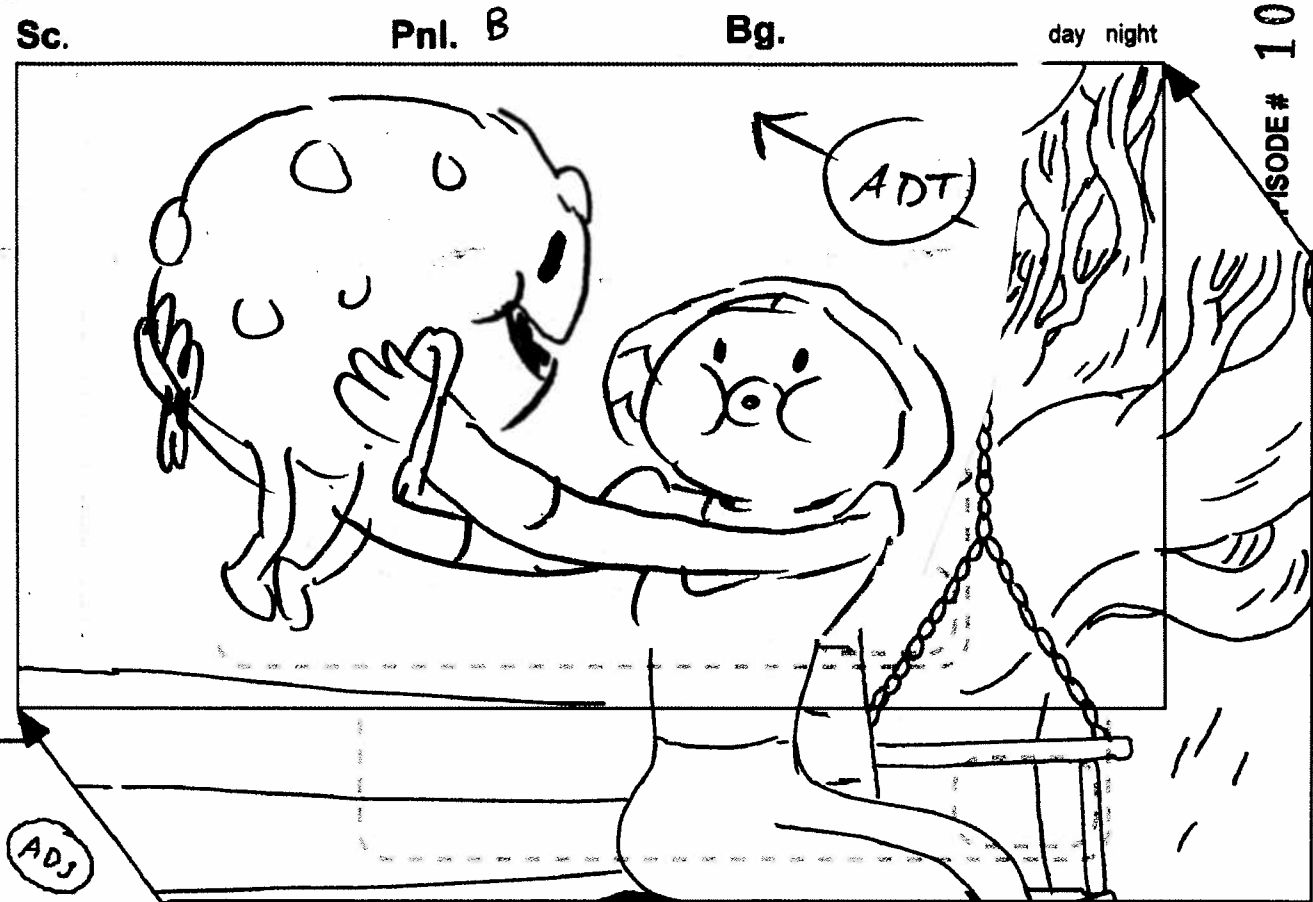
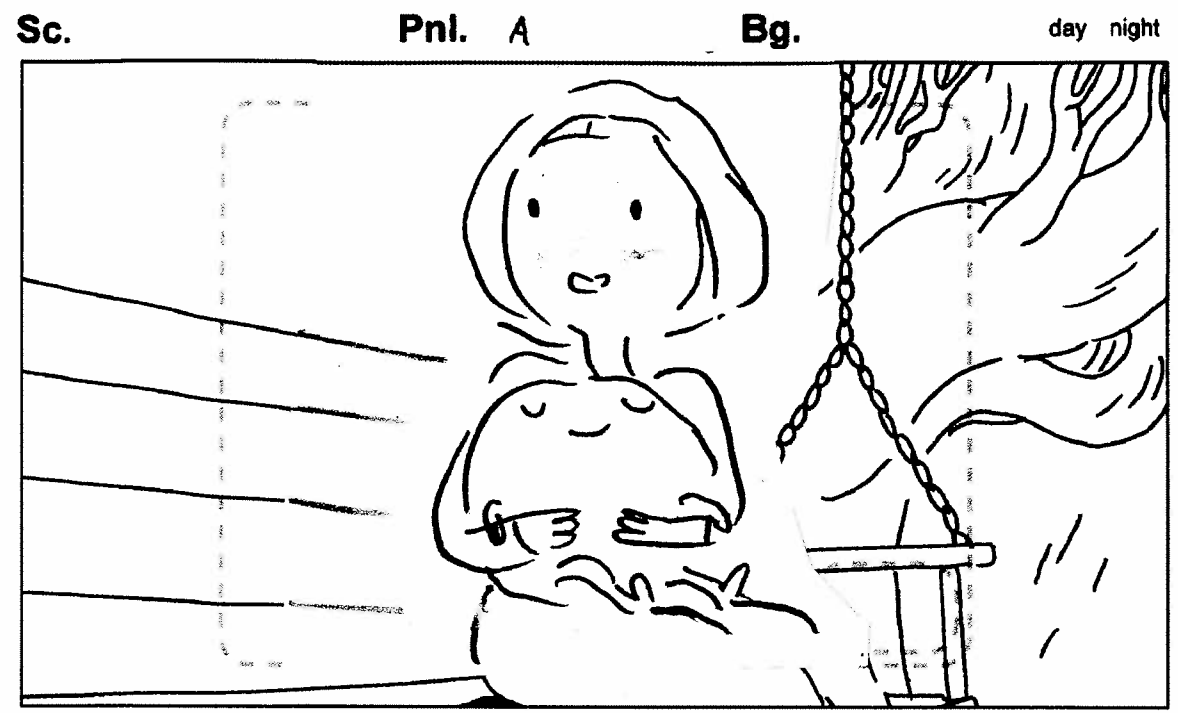
(E:) ehnn...

(F:) also, you gotta pepper them with mad love words -

Action:

Timing:

ADVENTURE TIME



Dialog:

(PB) That's true -

Action:

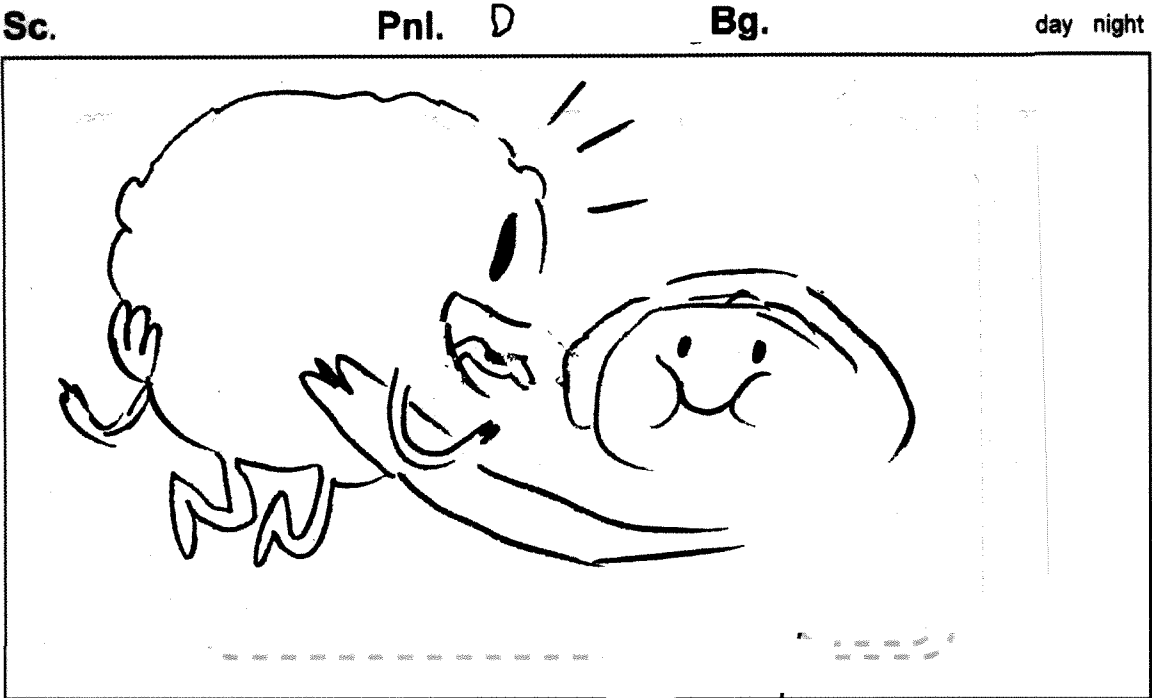
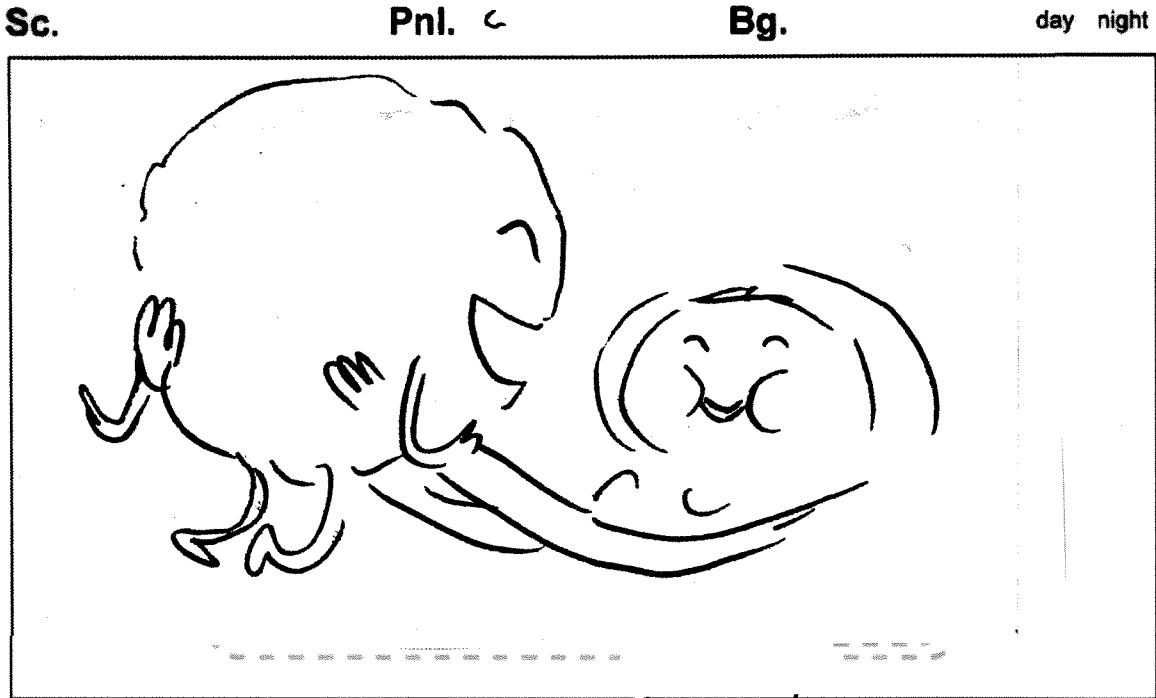
Timing:

(PB) xinhalex  
oonie gou boo  
boo foofy  
doo doo !!  
Goony loo loo!

ADJ

Production :

ADVENTURE TIME

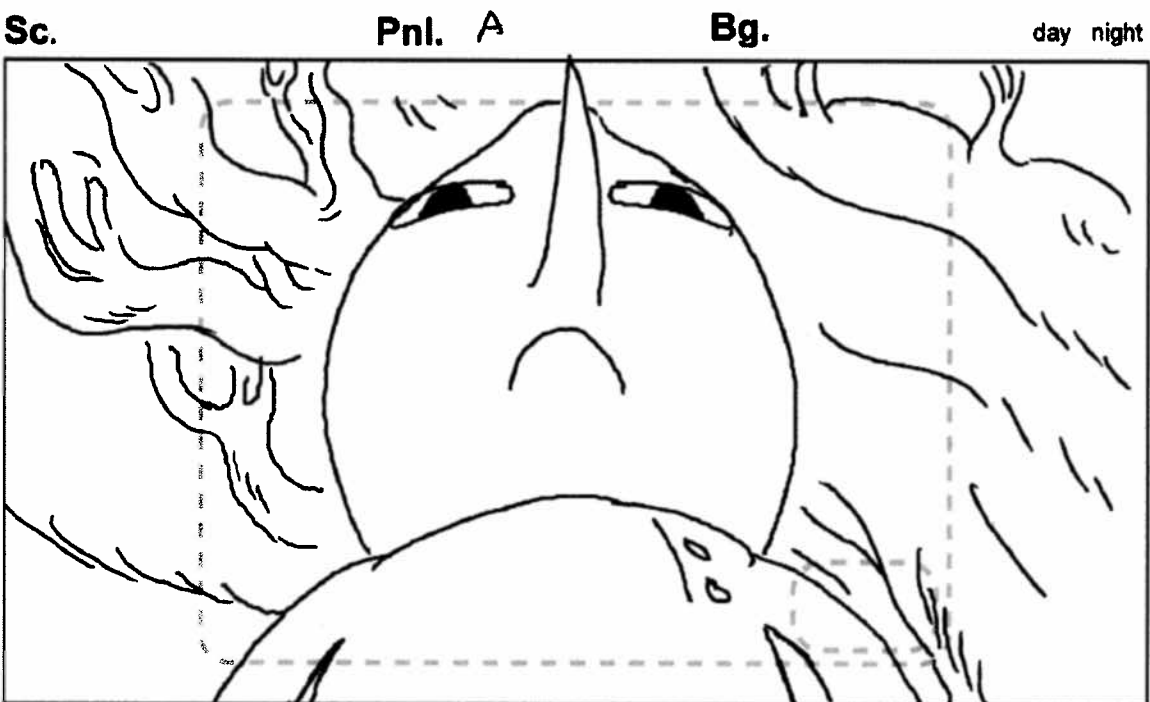
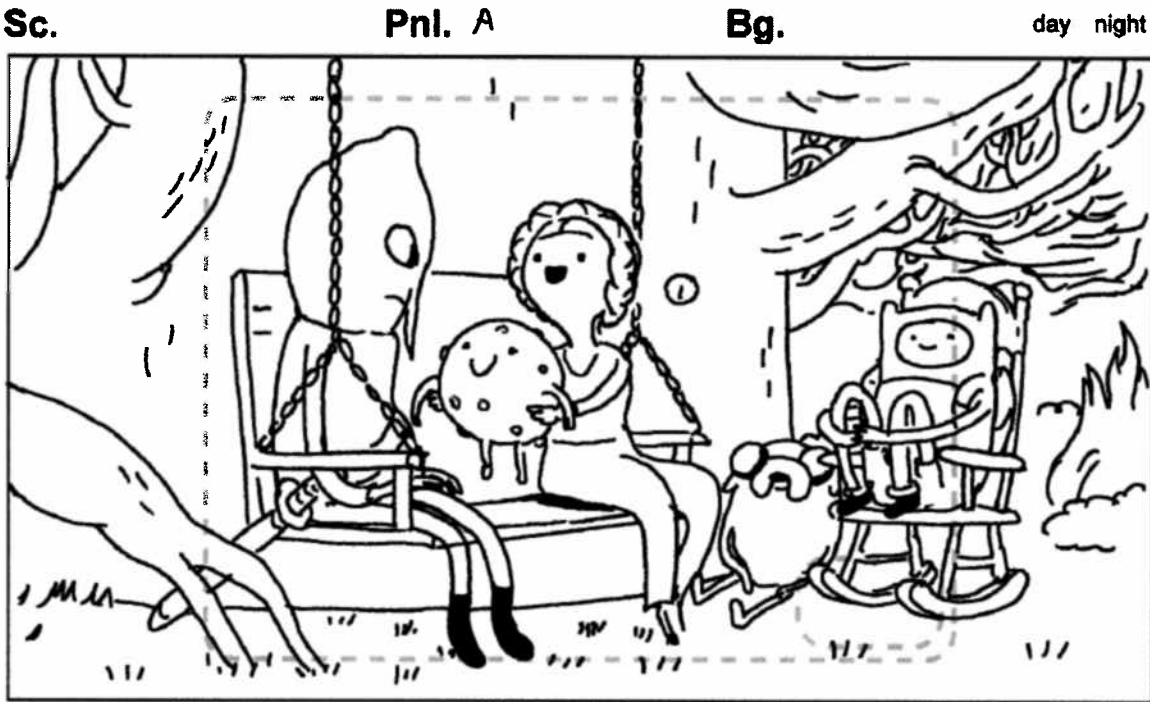


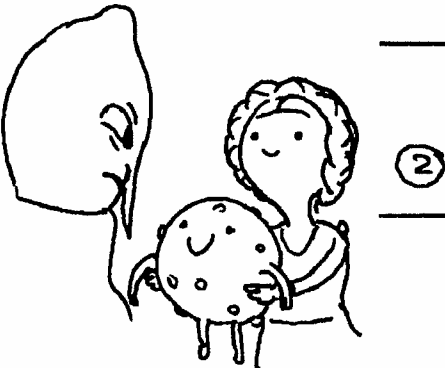
Dialog:	(C:) *SQUEAL!* giggle giggle	(PB:) *giggle* (C:) *giggle
Action:		
Timing:		

EPISODE # 100899

Production :

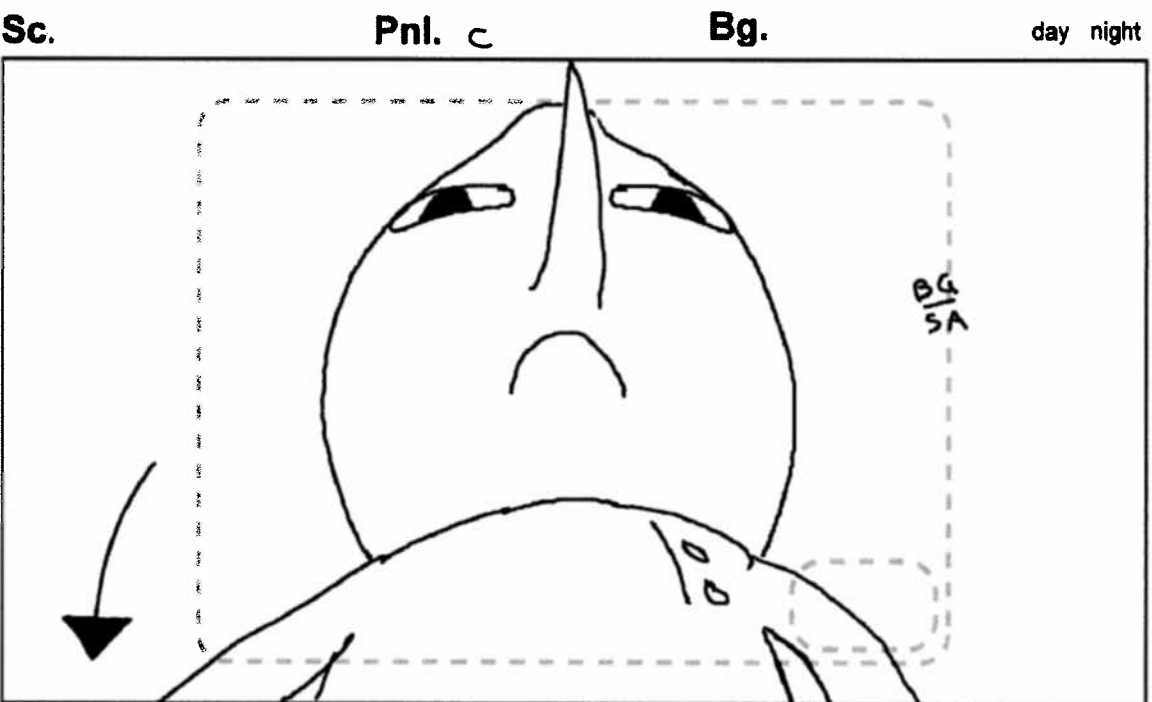
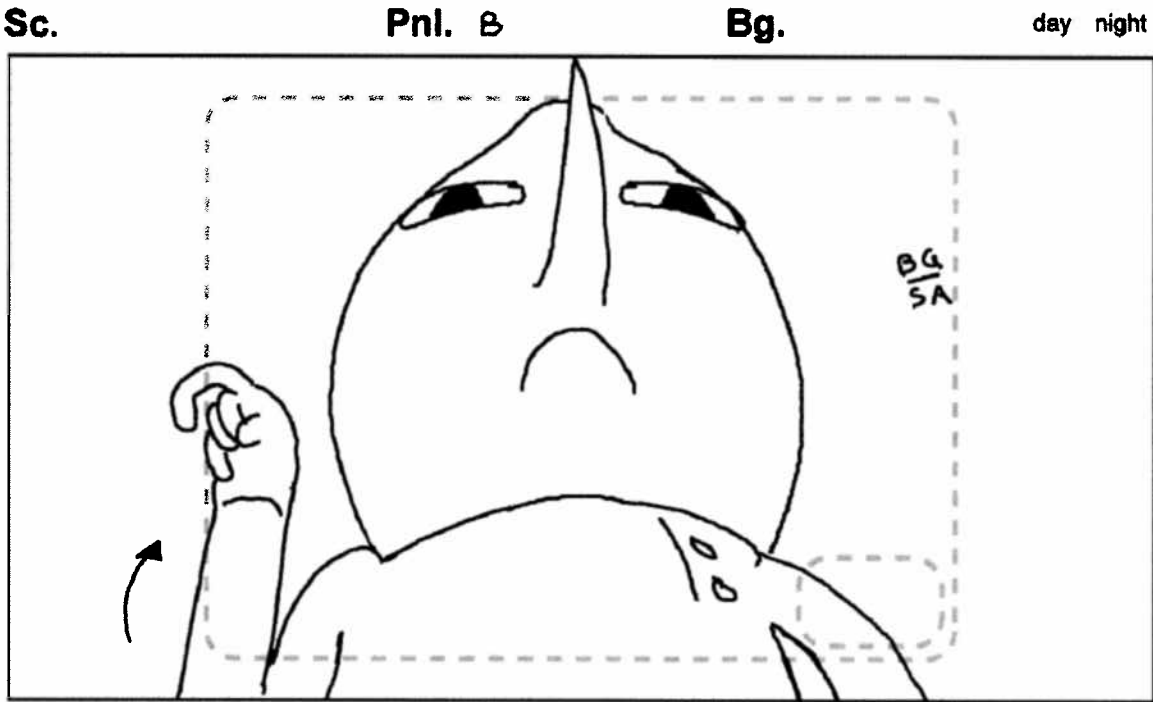
# ADVENTURE TIME



Dialog:	(PB) HERE YOU TRY.		(LG) mmm	
Action:				
Timing:				

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# ADVENTURE TIME

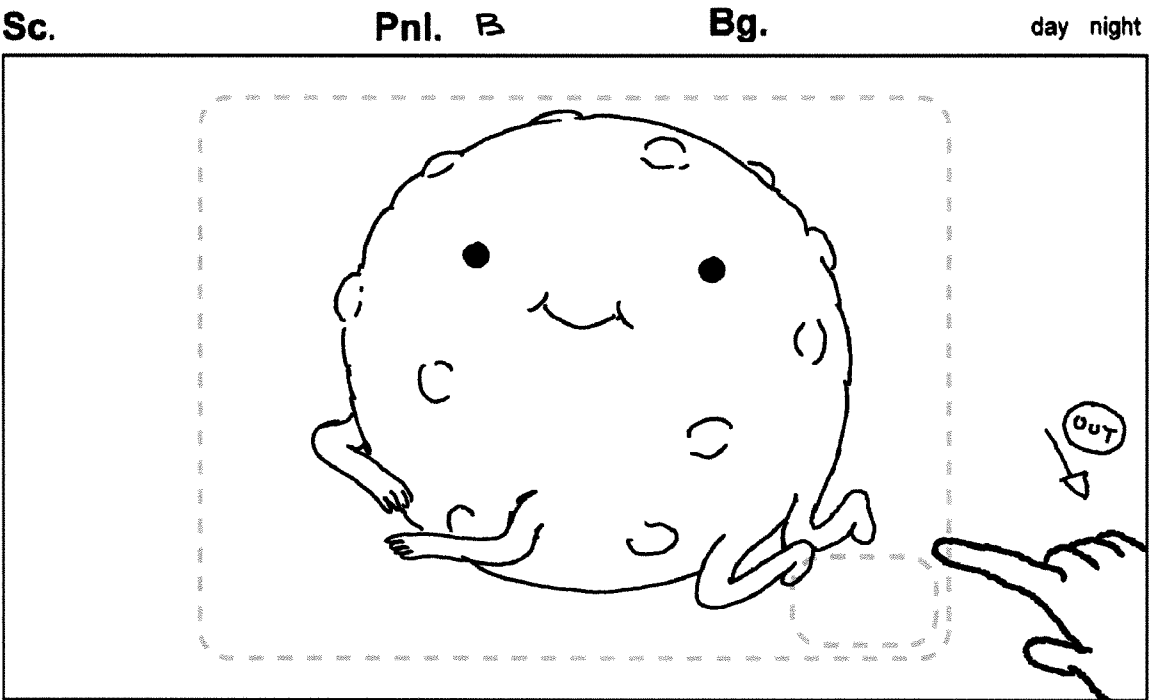
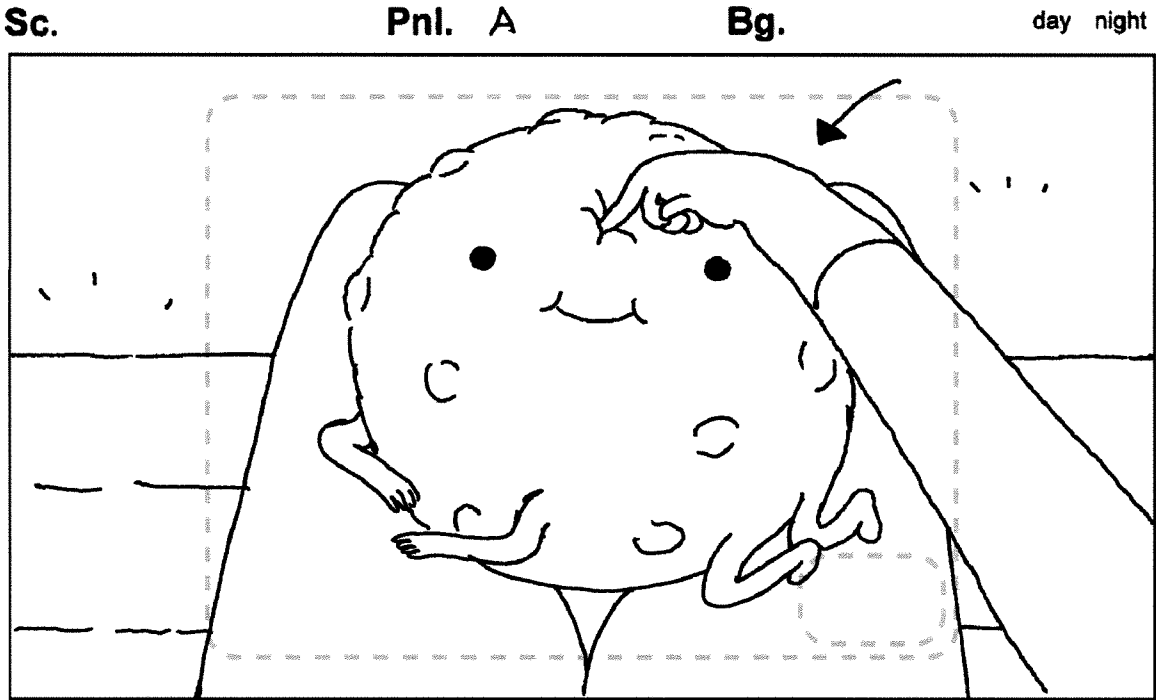


Dialog:
Action:
Timing:



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ADVENTURE TIME



Dialog:
Action: POKE
Timing:

ADVENTURE TIME



Sc. Pnl. C Bg. day night

Sc. Pnl. A Bg. day night

Dialog: CRUNCHY (HAPPY NOISES)

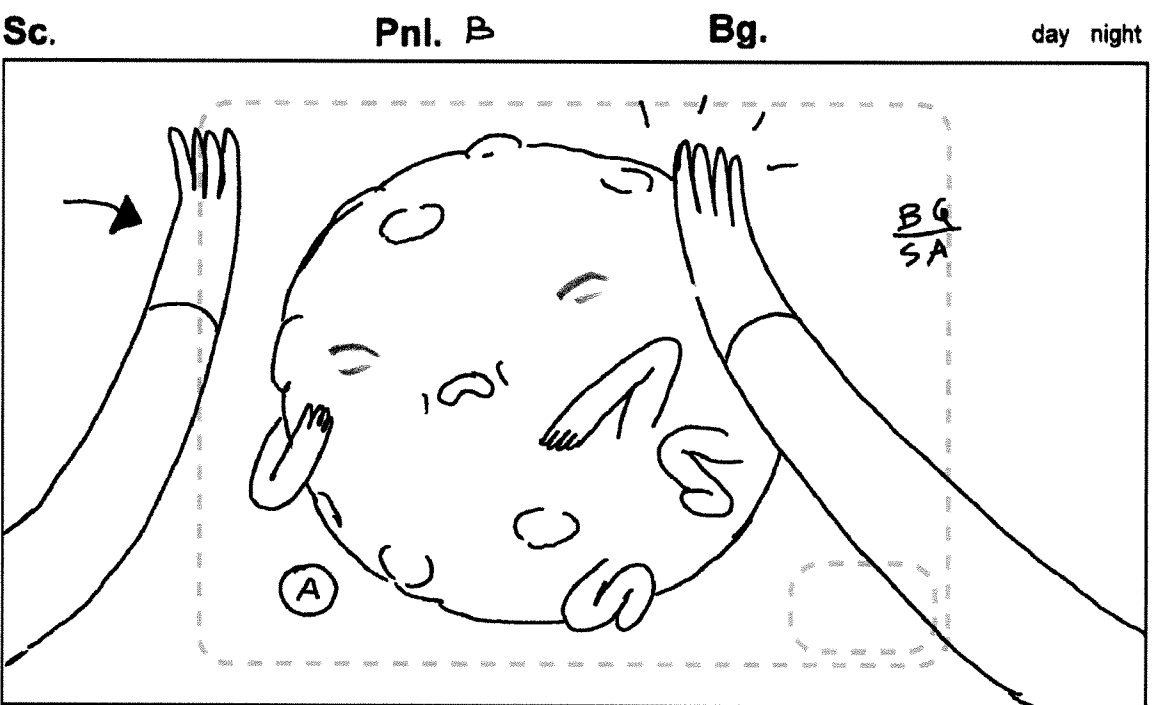
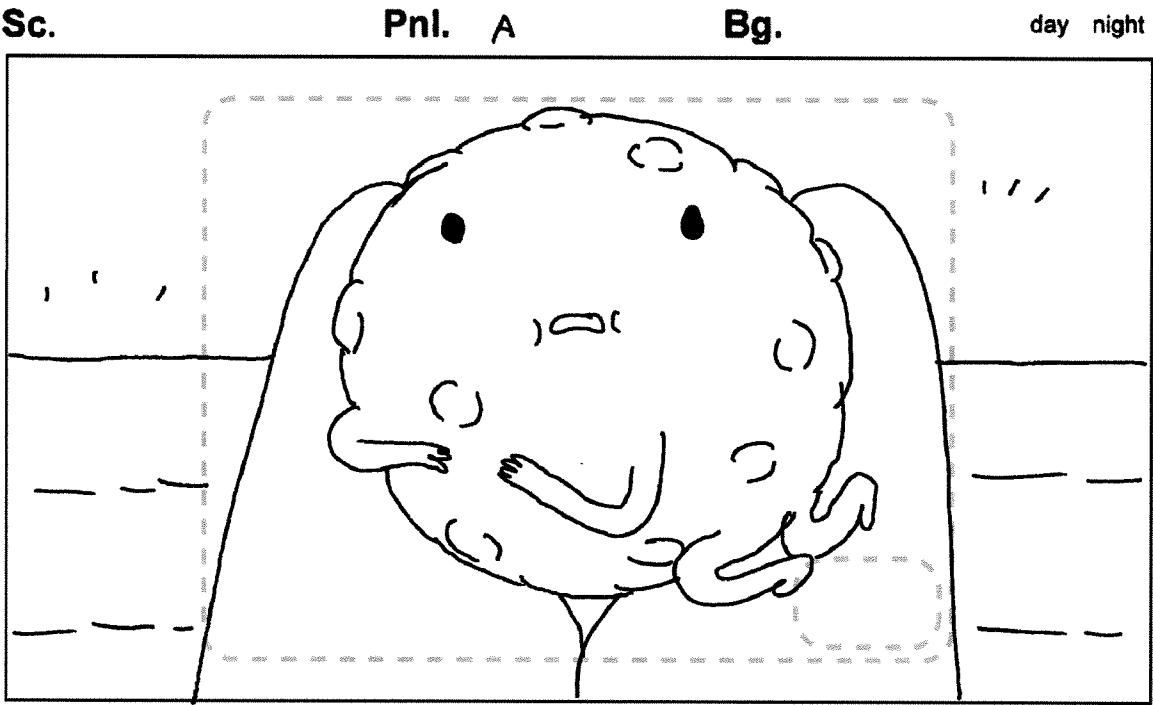
Action: SHUFFS HIS LEGS BACK AND FORTH HAPPILY

Timing:

LG / 1 UH-MNN... OKAY... UH-LUH  
... NNM... Goo- UH.  
2 Goo

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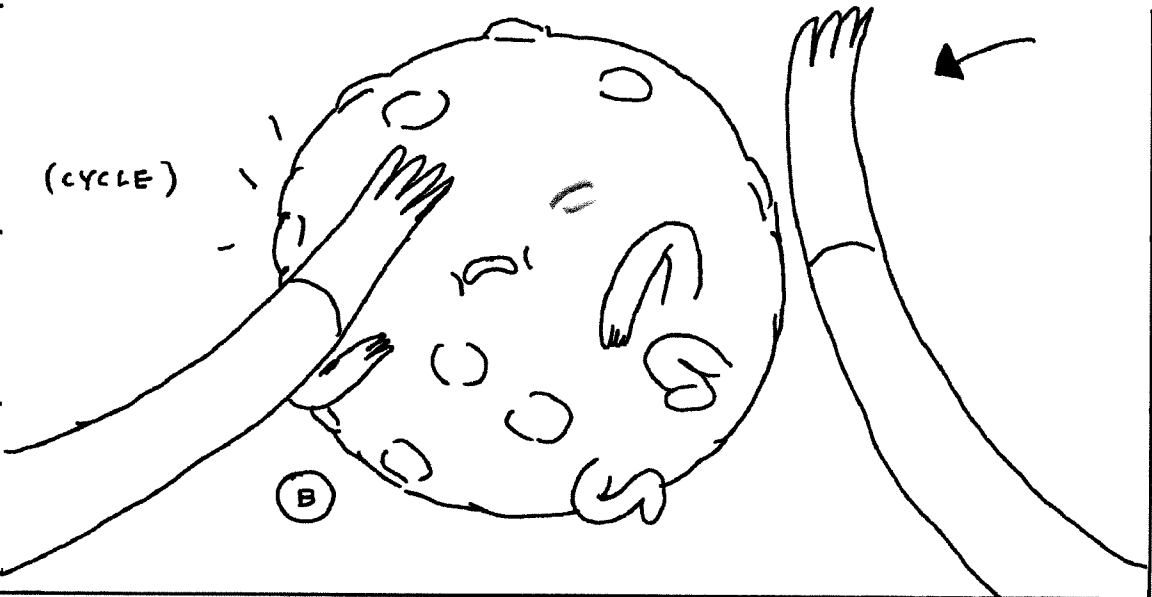
# ADVENTURE TIME



Dialog: LG o.s. / nnn ymn mn  
ehn mnn

Action:

Timing:



EPISODE# 100899

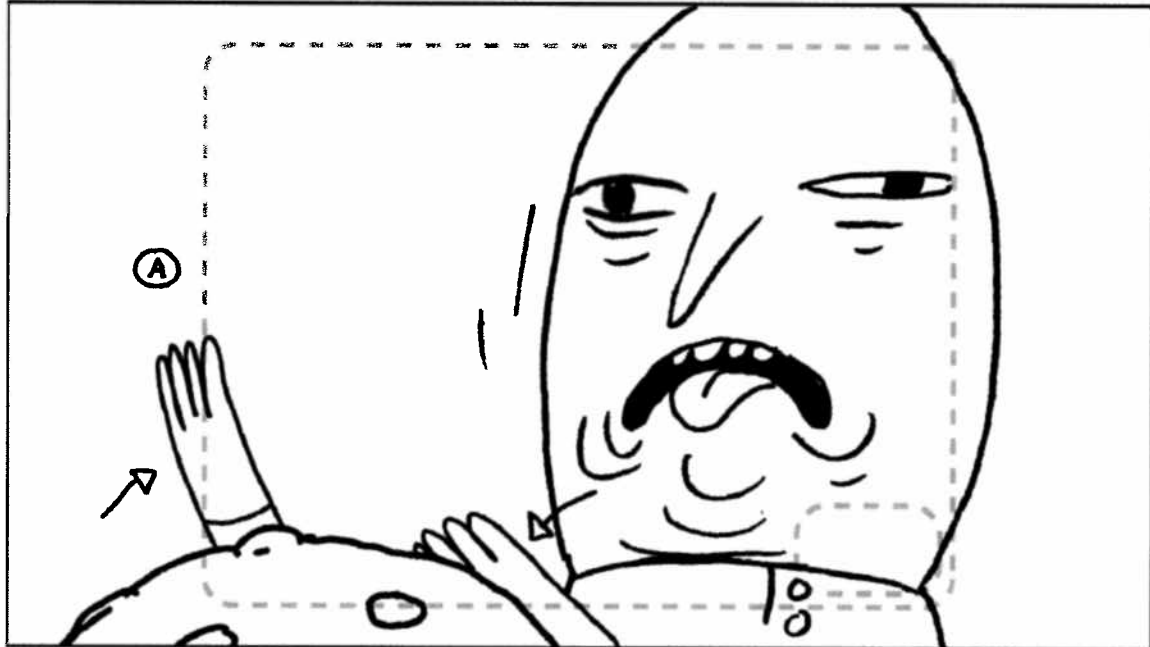
Production :

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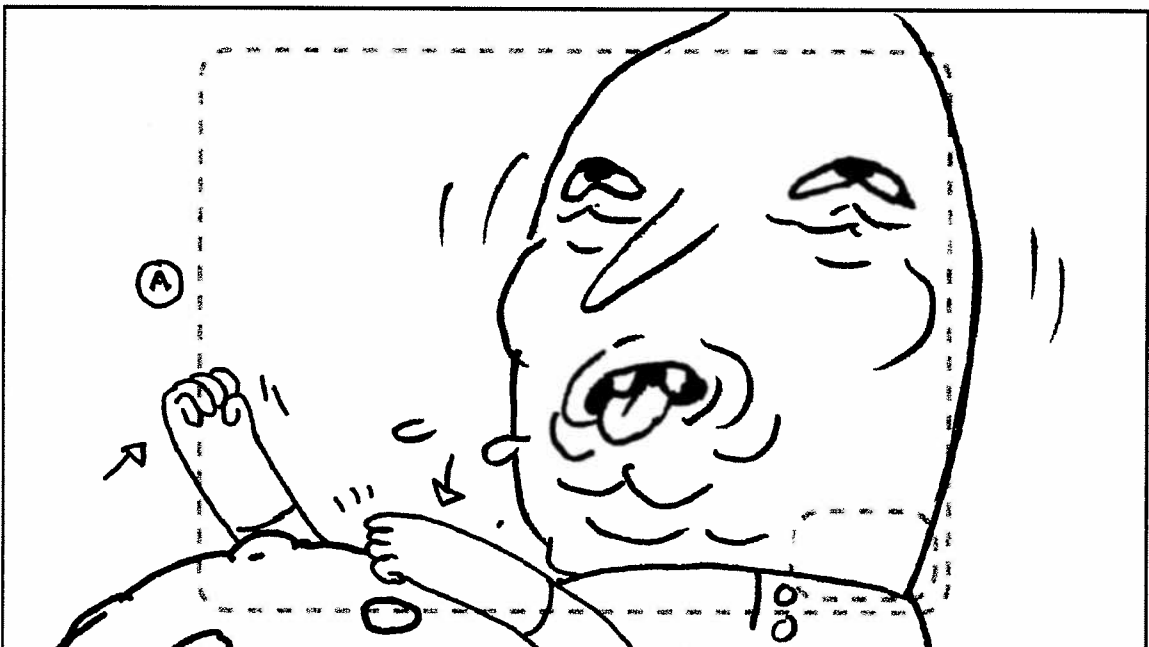
# ADVENTURE TIME



Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



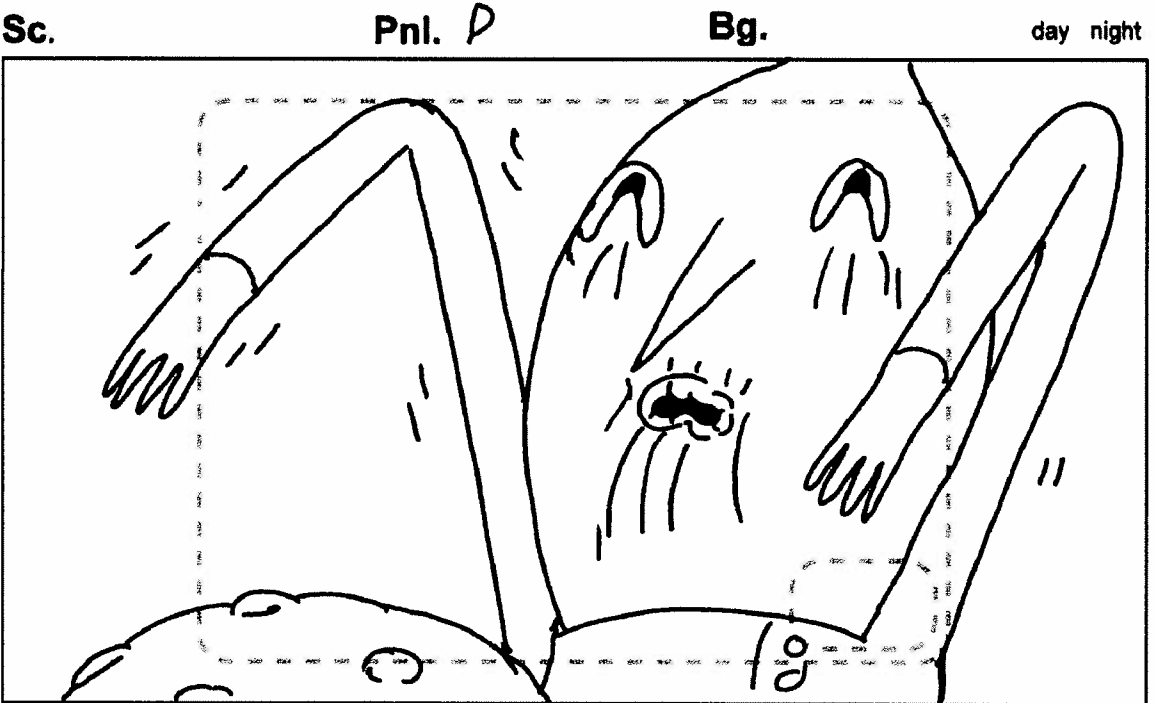
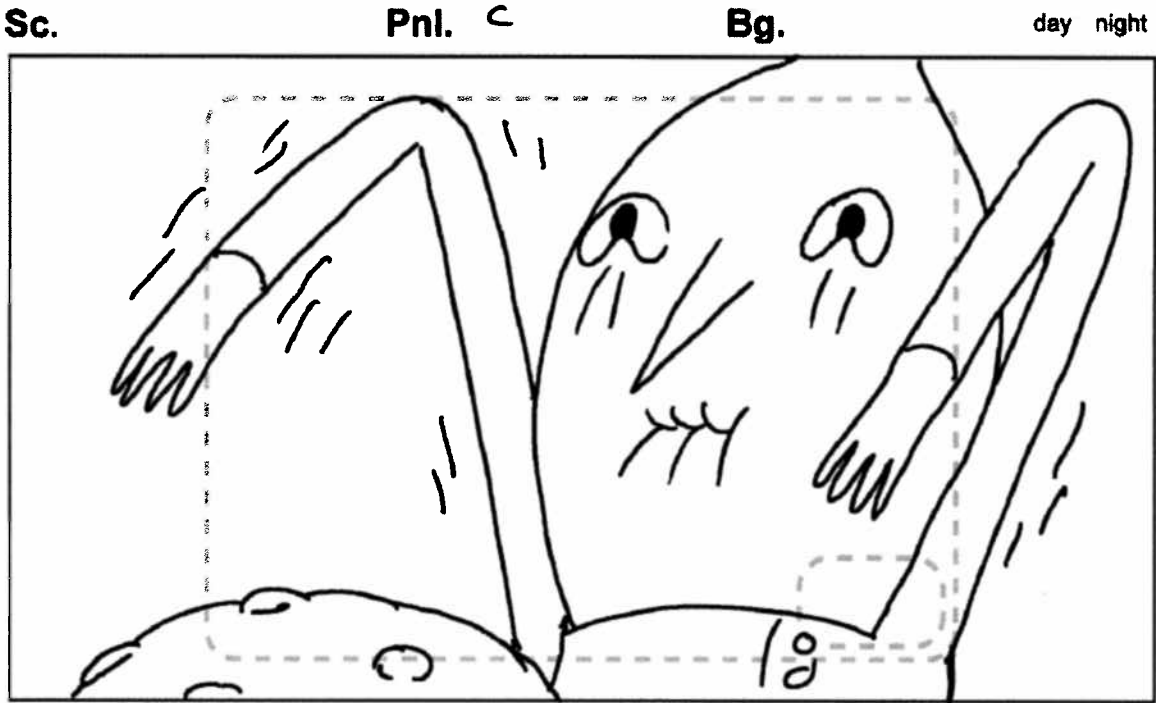
Dialog:	
(LG) mnyg ung nng	(LG) LLUH LUh LUh LUh
Action:	
(B)	(B)
Timing:	
 (HAND CYCLE)	 (HAND CYCLE)

EPISODE # 100899

Production :

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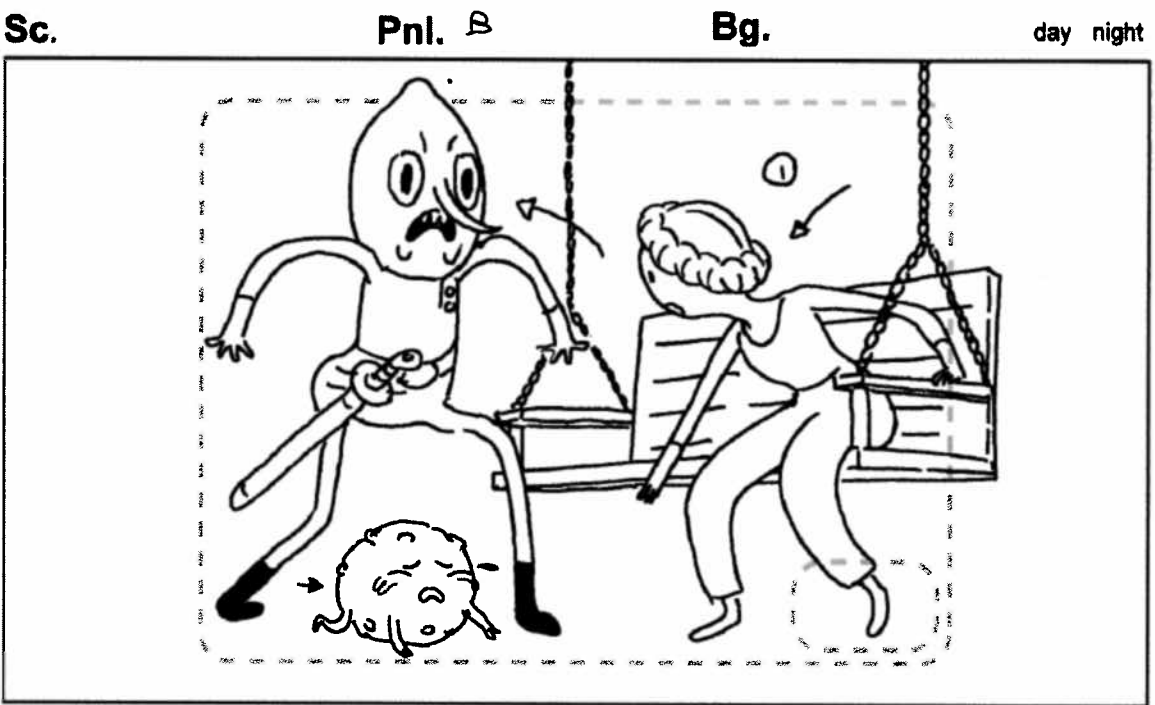
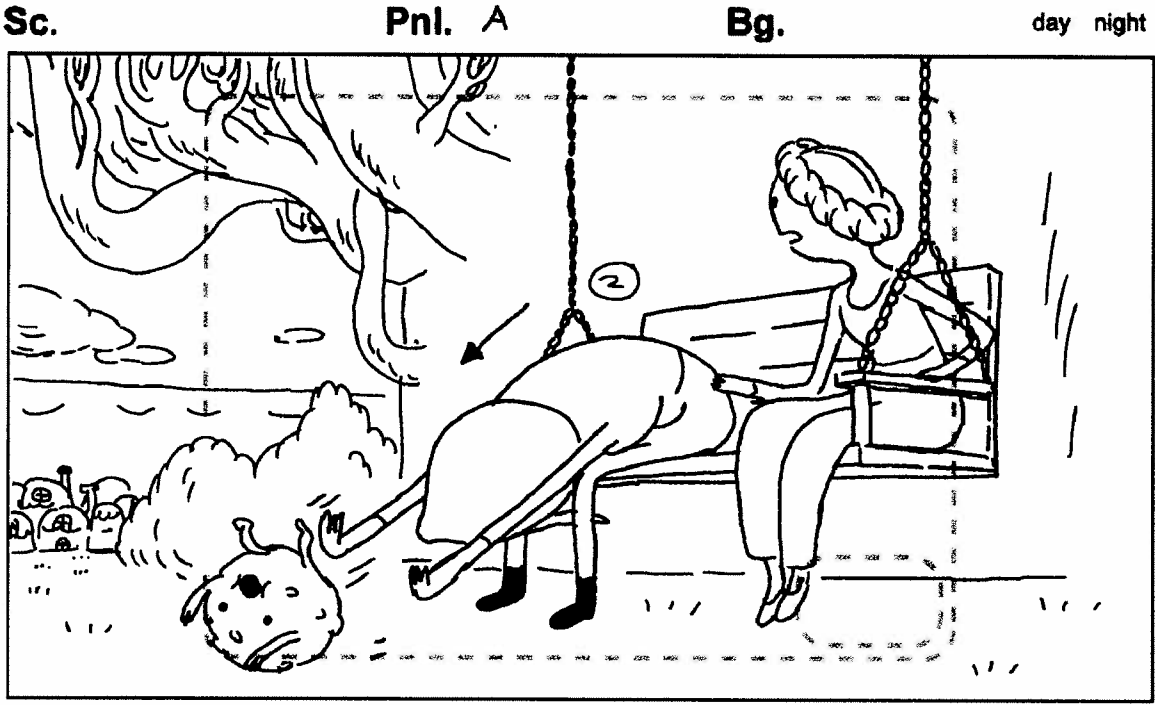
ADVENTURE TIME



Dialog:	LG: m m m m m	LG (strained) put you in my oven
Action:		
Timing:		

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ADVENTURE TIME



Dialog:

(L:) NYEH!

Action: SHOES OF CRUNCHY.

Timing:

(L:) It's GROSS!

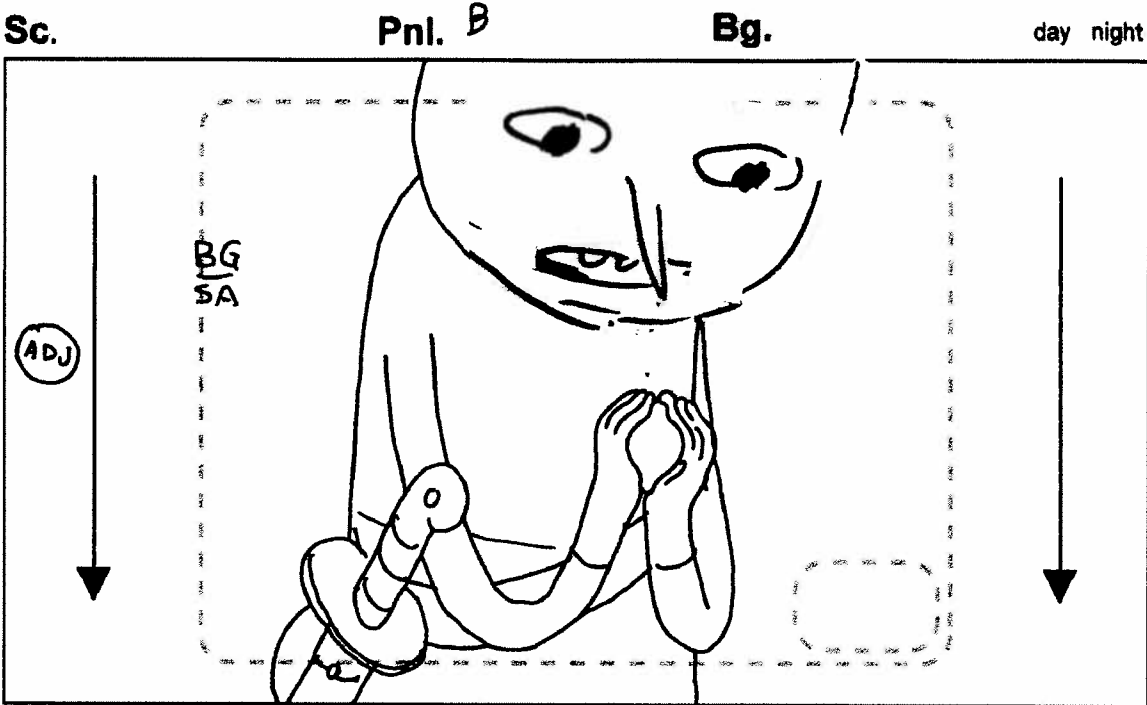
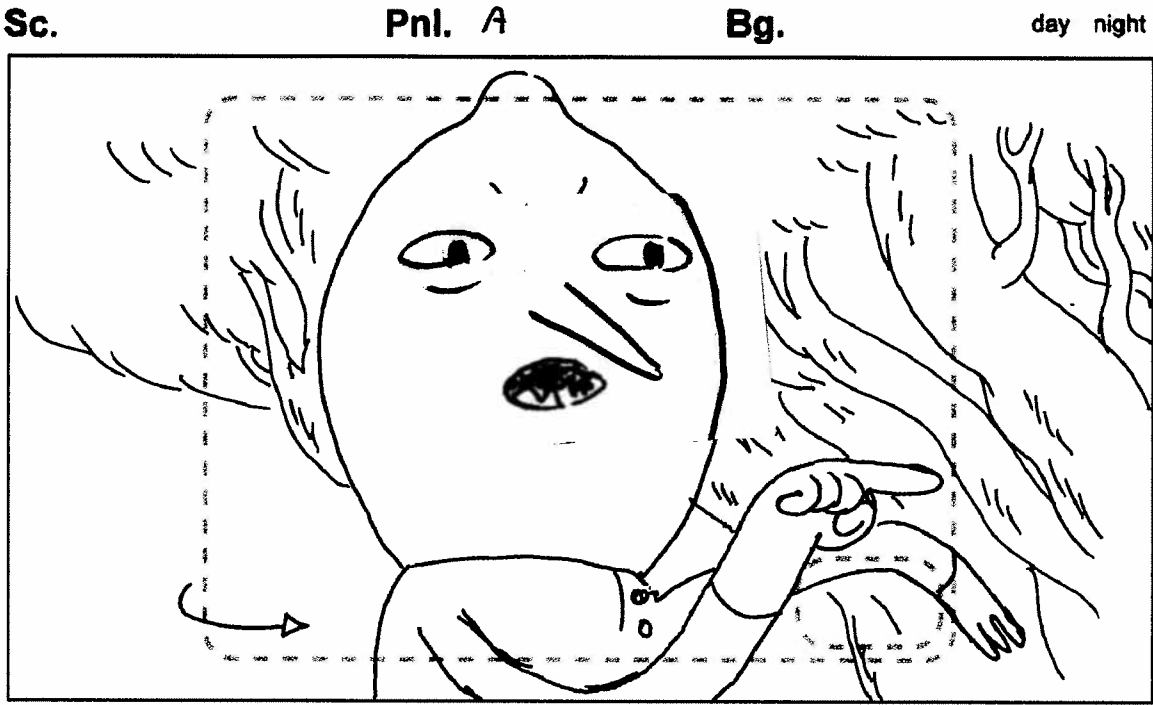
(1) (2)

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ADVENTURE TIME



Dialog:	Ⓐ/ AND WHO SAYS YOUR WAY'S RIGHT ANYWAY!?	Ⓐ/ I LOOK IN THE LEMONHEART YOU GAVE ME AND SEE <u>MY</u> LEMONWAY TO ACT -
Action:		(MAKES A LEMON SHAPE WITH THE NEGATIVE SPACE OF HIS HANDS)
Timing:		

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Production :

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# ADVENTURE TIME



Sc. Pnl. C Bg. day night

↑  
(ADJ)

BG  
SA

↑

Sc. Pnl. D Bg. day night

BG  
SA

Dialog:	(L) / - and that <u>must</u> be right.
Action:	
Timing:	

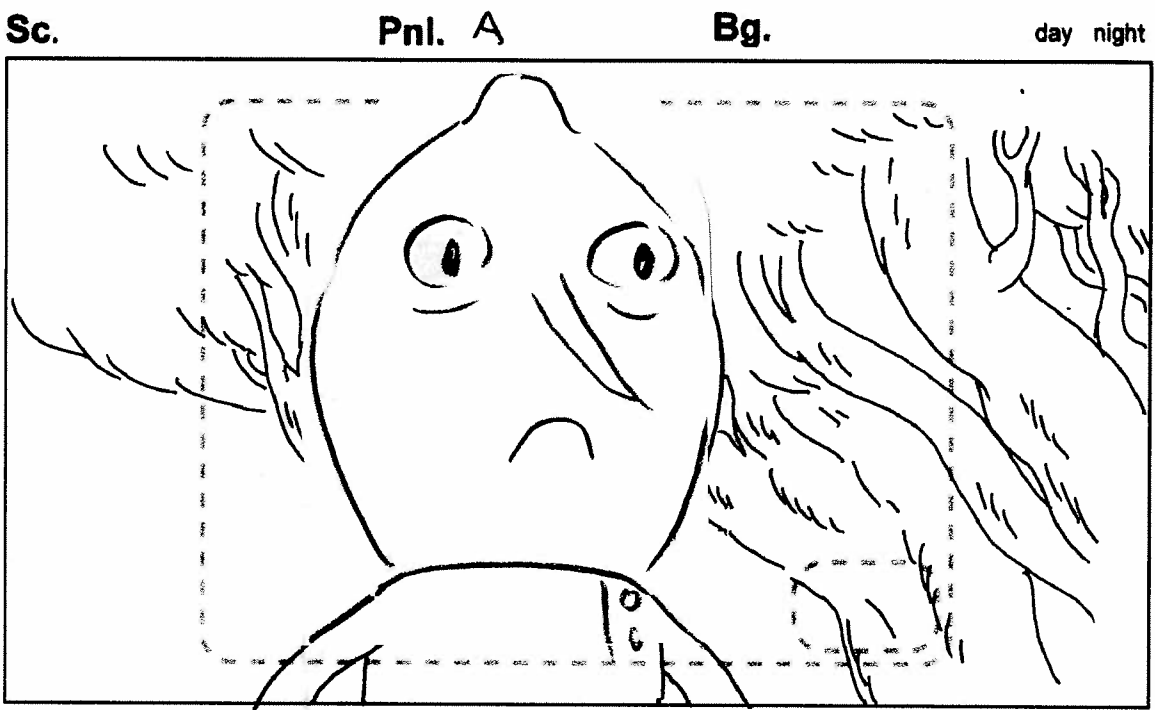
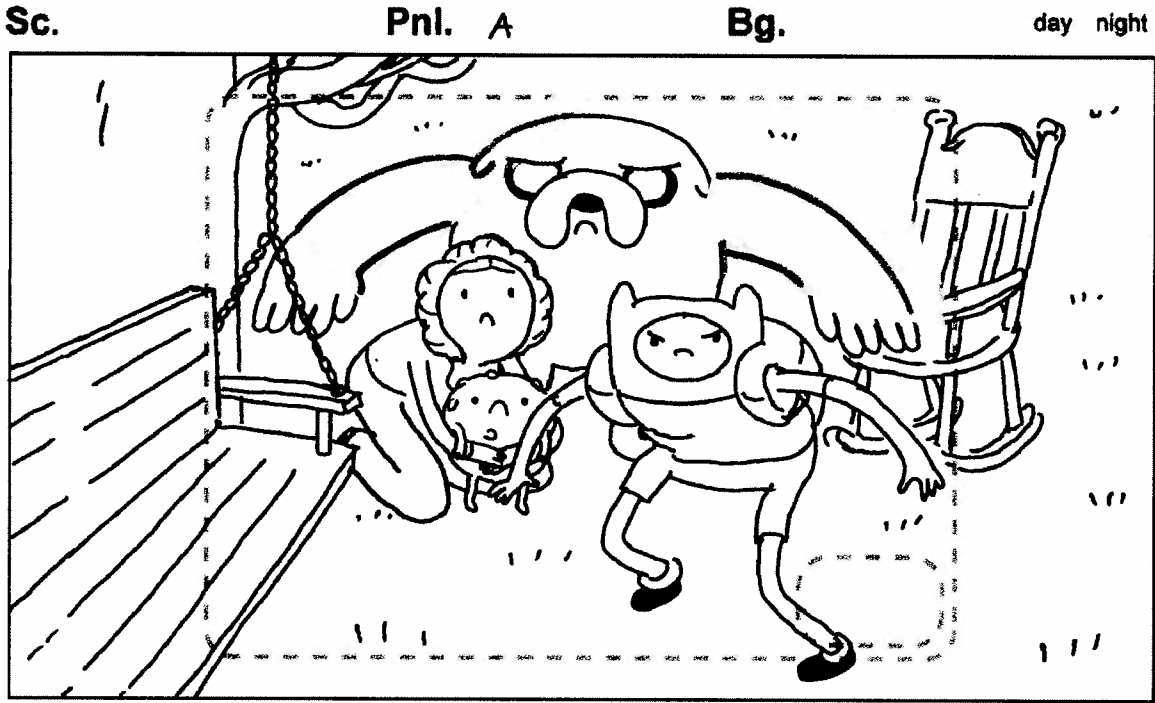
EPISODE # 100899

Production :



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# ADVENTURE TIME



Dialog:
Action:
Timing:

S/P

EPISODE # 100899

Production :

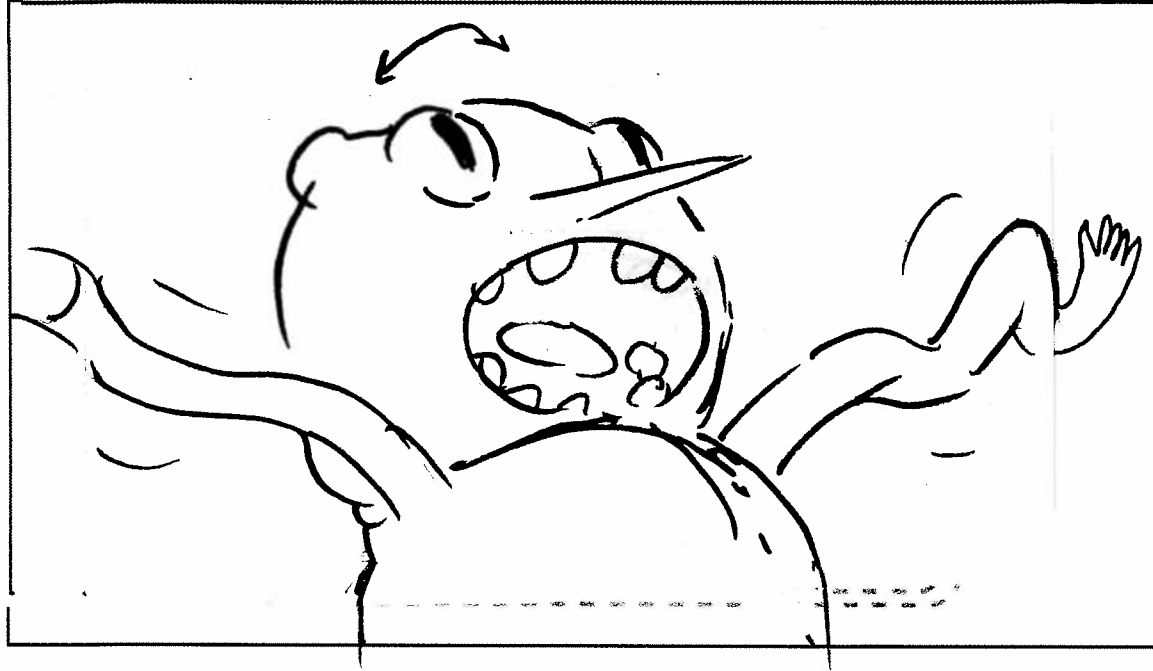
c 2009 This material is the property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, digitized or used in any manner except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME

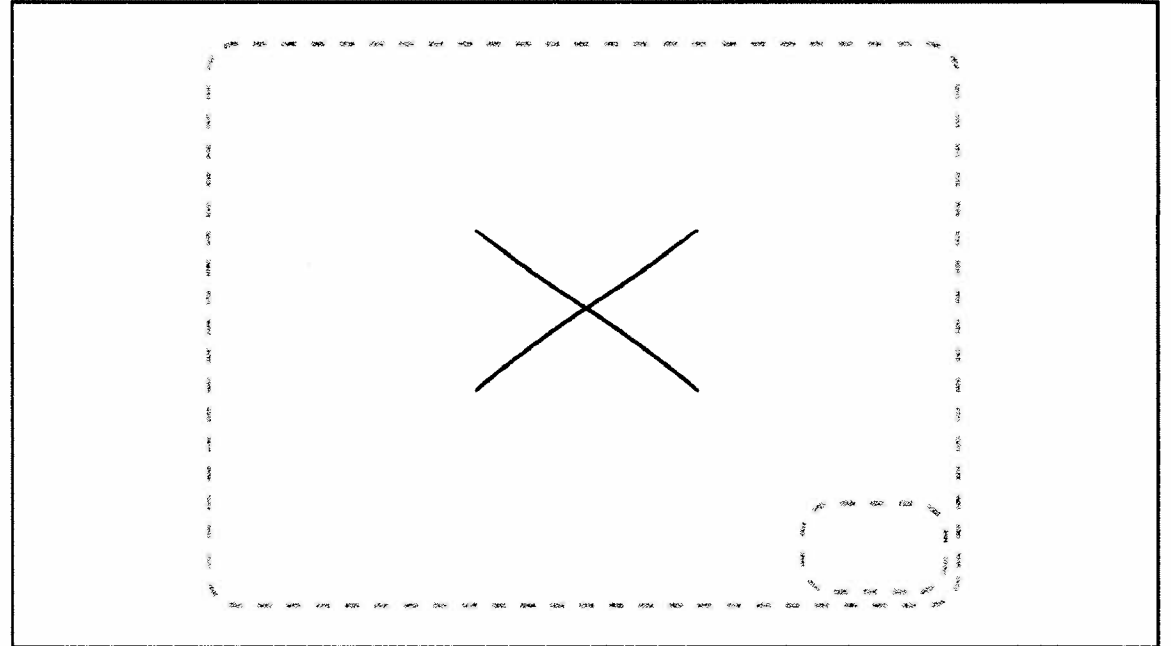


Page 128 B

Sc. Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:

①/ NYA.H.HH!!

Action:

Timing:

EPISODE # 100899

Production :

## ADVENTURE TIME

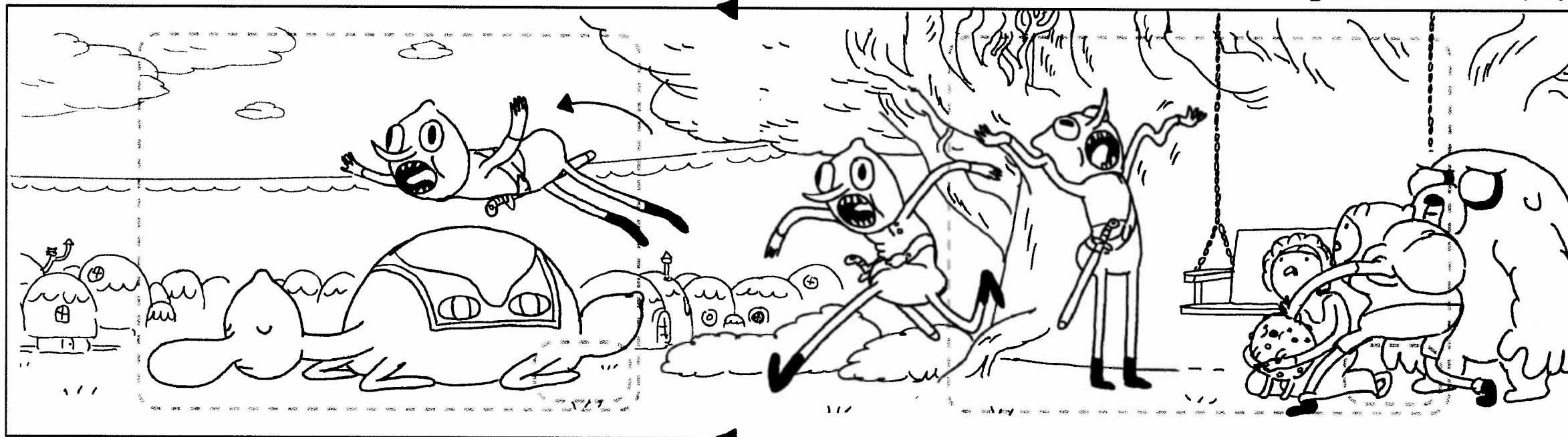
Page 129

**Sc.**

**Pnl. A**

**Bg.**

**day night**



**Dialog:**

(L:) Nyamah nah

**Action:****Timing:**

**EPISODE # 100899**

**Production :**

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# ADVENTURE TIME



Sc. Pnl. B Bg. day night

BG SA

Sc. Pnl. C Bg. day night

BG SA

Dialog:

(come!) GACK!

Action:

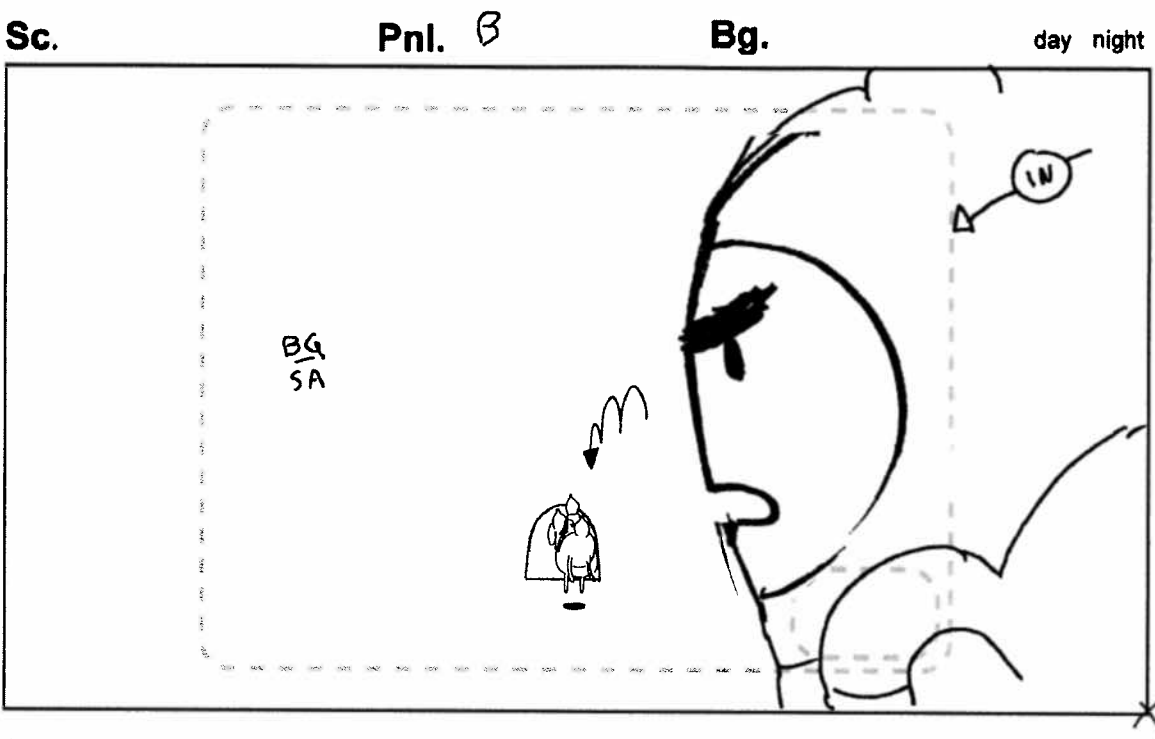
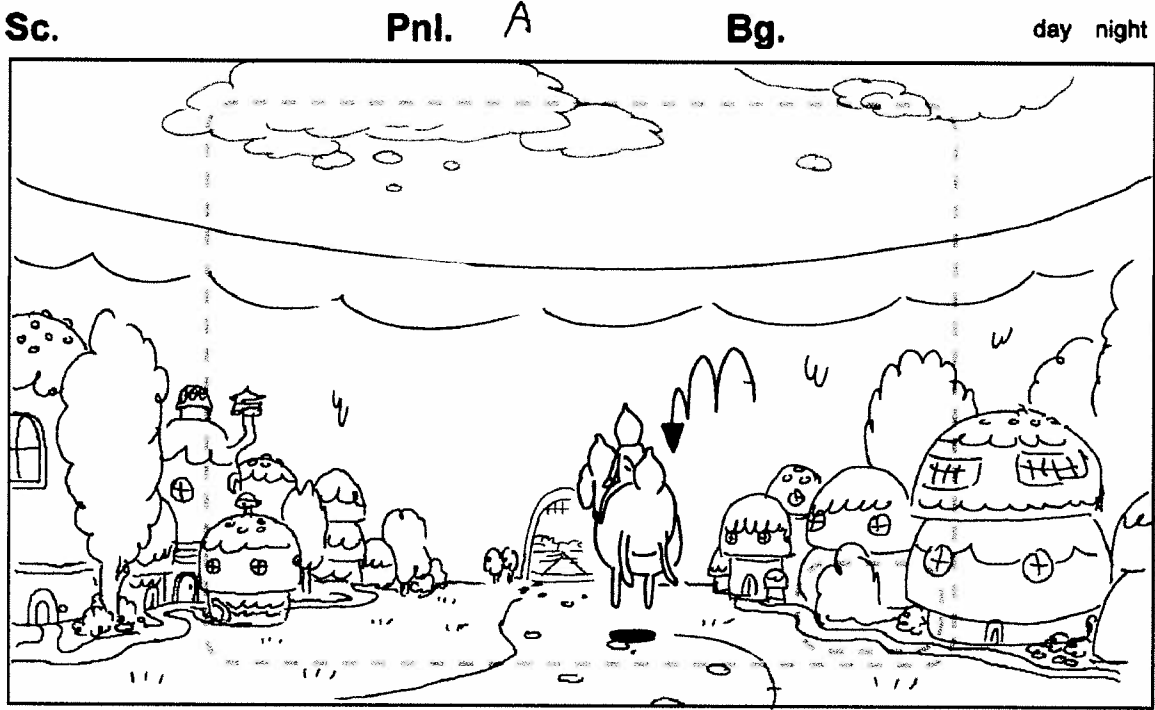
Timing:

EPISODE # 100899

Production :

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# ADVENTURE TIME

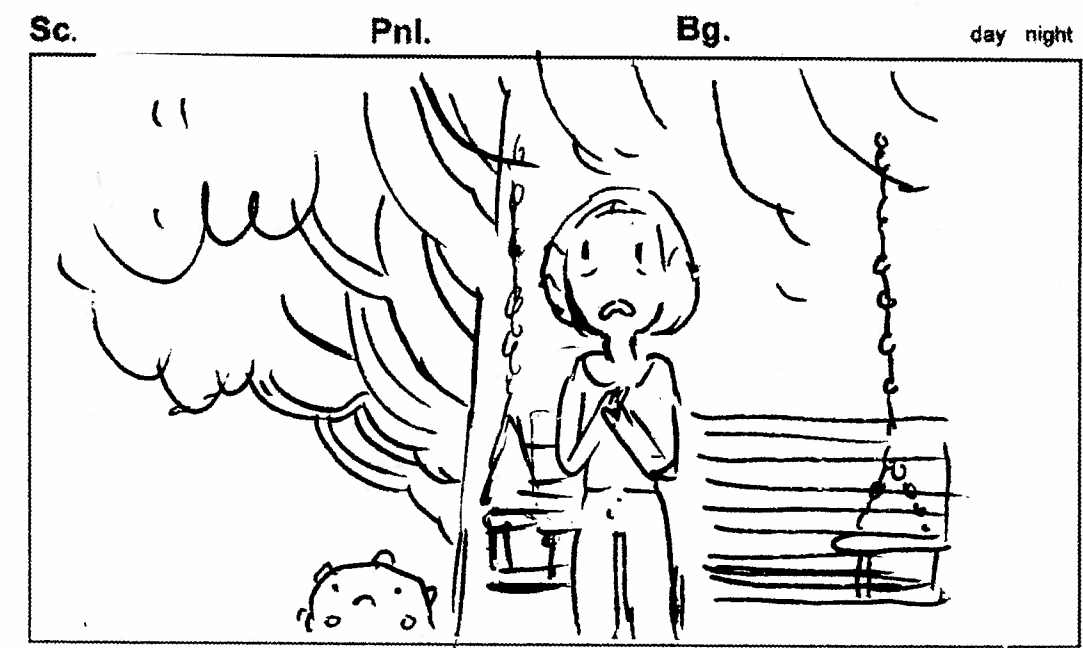
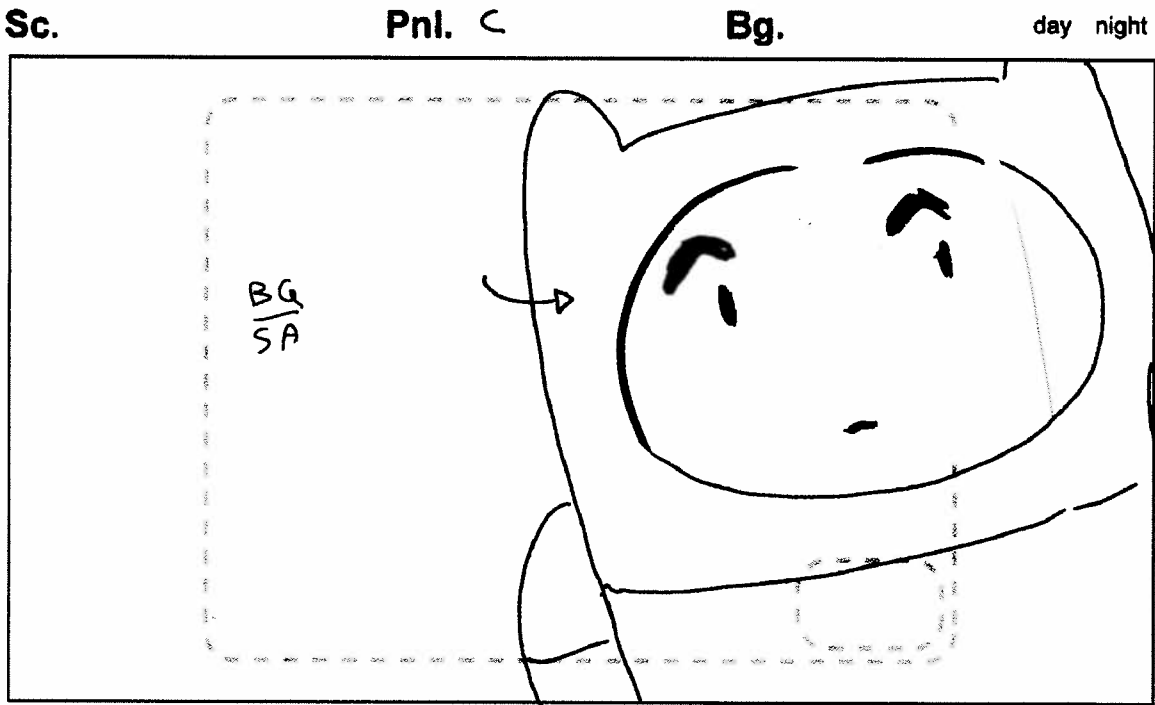


Dialog:	(F) / MAN THAT GUY'S A REAL D-LIST!
Action:	
Timing:	

EPISODE # 100899

Production :

# ADVENTURE TIME



Dialog:	(PB) / OH DEAR !	- his candy citizens
Action:		
Timing:		(2)

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Production :

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# ADVENTURE TIME



Sc.	Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night	night

Dialog:	(PB) / WHAT IF HE... WHAT IF THEY'RE ALREADY...	(F) STUNK THAT NOISE MONSTROUS
Action:		
Timing:		

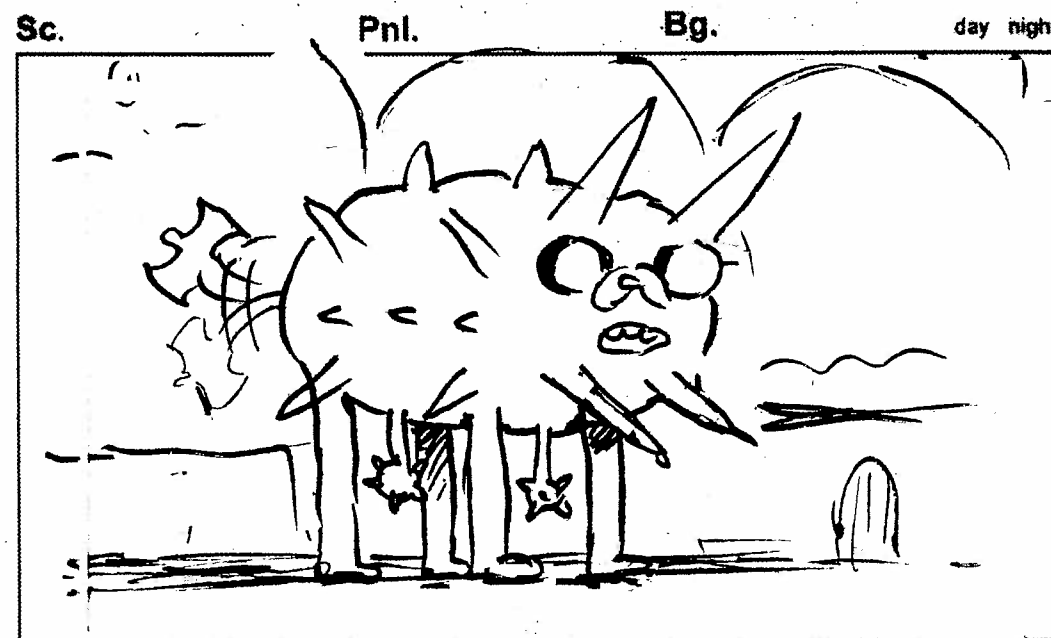
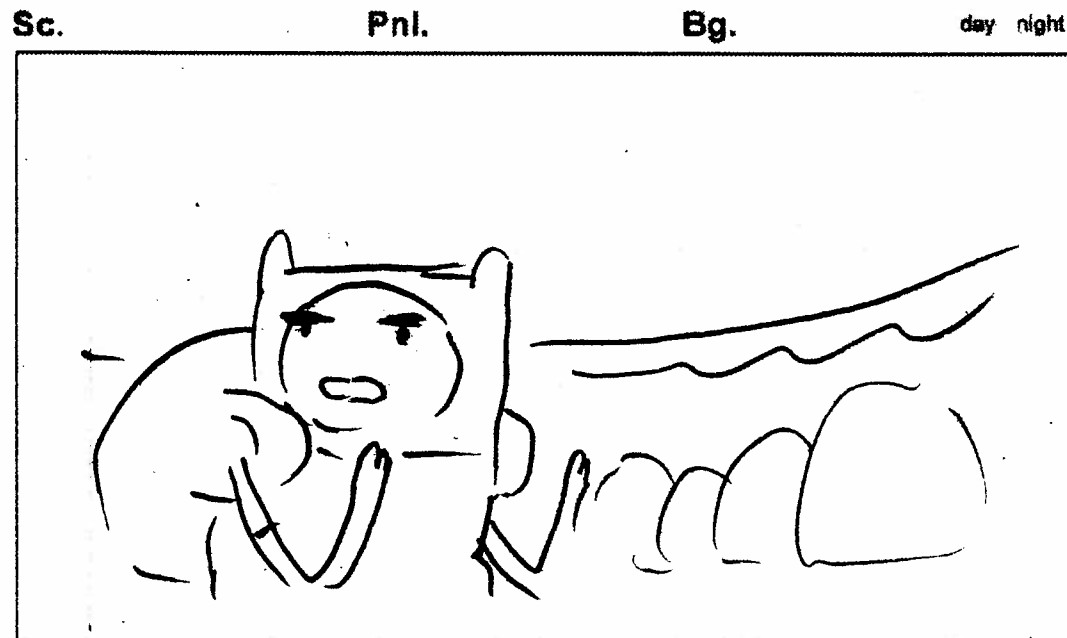
EPISODE # 100899

Production :

# ADVENTURE TIME



Page 134



Dialog:

Dialog:

ⓕ/ LET'S CRUSH THIS  
MESS ALL ACCORDINGLY!

ⓙ/ CRAZY LIGHTBULB  
FREESTYLEZ!

Action:

Timing:

EPISODE # 100899

EPISODE # 100899

Production :



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ADVENTURE TIME

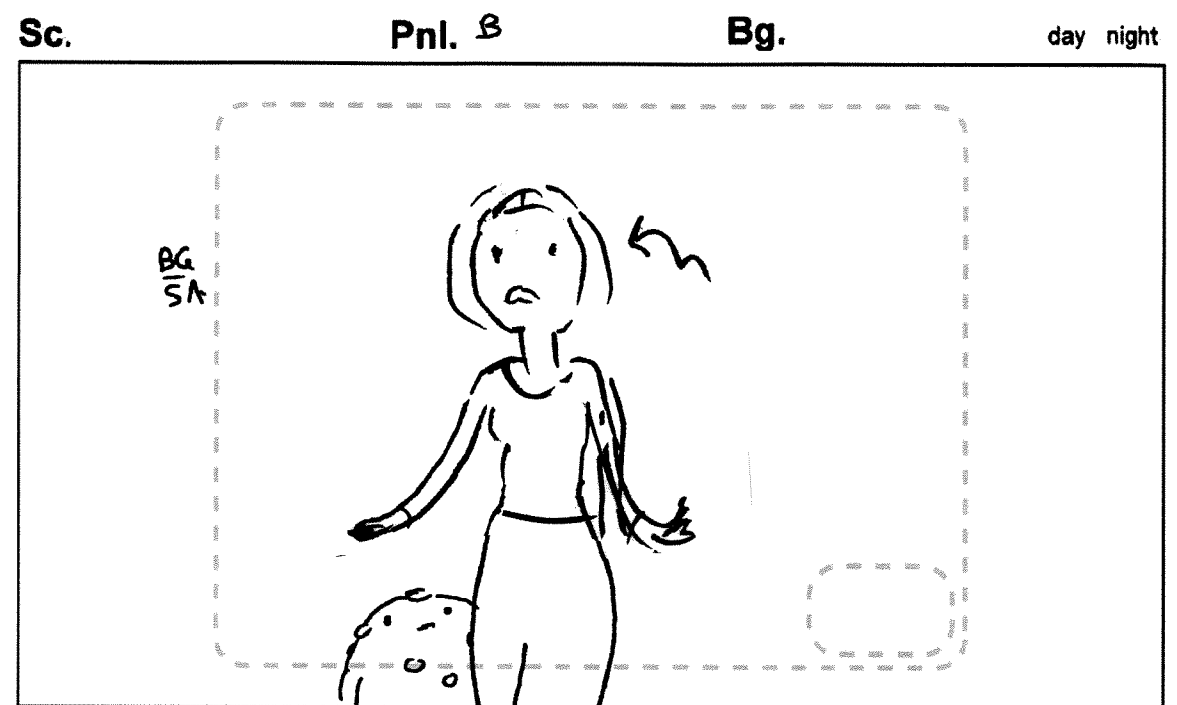
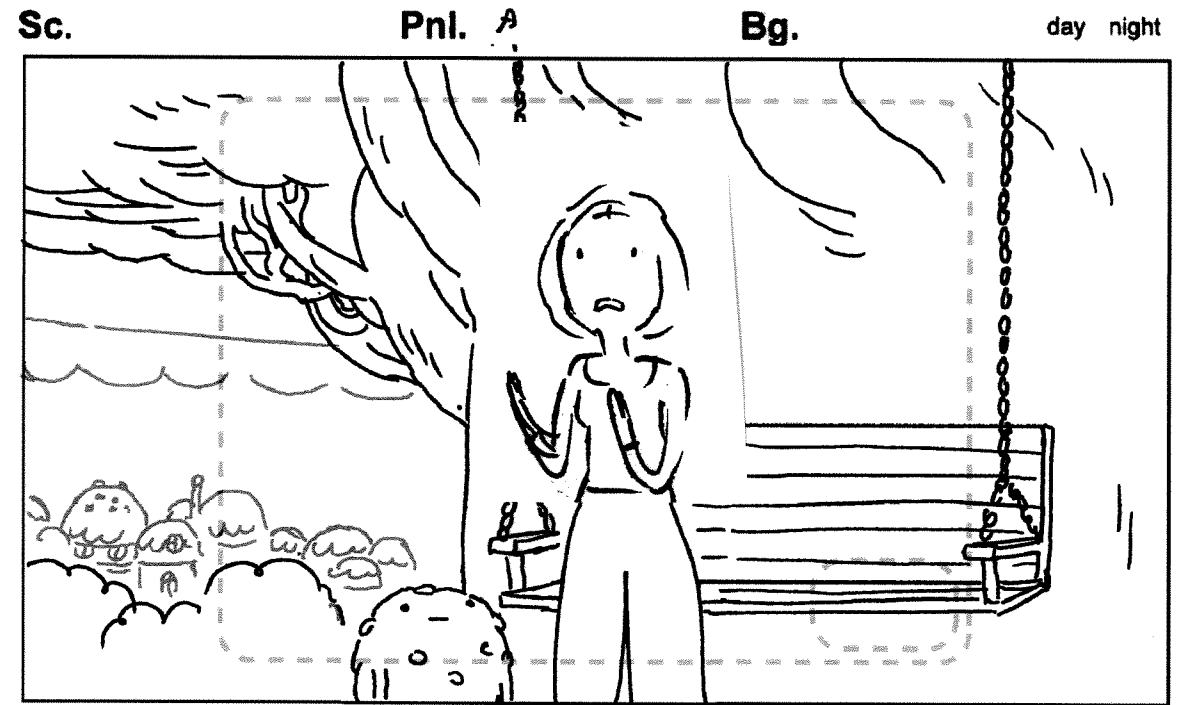


Sc.	Pnl. A	Bg.	day night	Sc.	Pnl. B	Bg.	day night

Dialog:	(F) YEAH!	(PB O.S.) - NO -
Action:		
Timing:		

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ADVENTURE TIME



Dialog:	(PB) / I <u>CREATED</u> LEMONGRAB . . . HE'S MY RESPONSIBILITY -	(PB) / I HAVE TO TRY TO HELP HIM -
Action:		
Timing:		

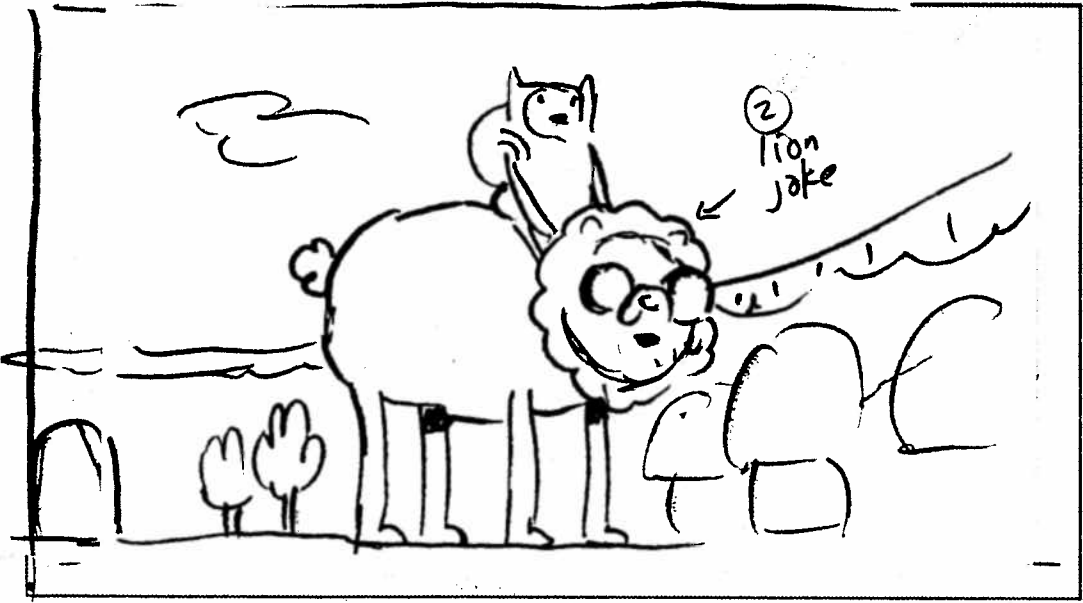
EPISODE # 100899

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night



Dialog:

Dialog:

F/ OKAY - THAT'S COOL TOO  
J/ HOP ON.

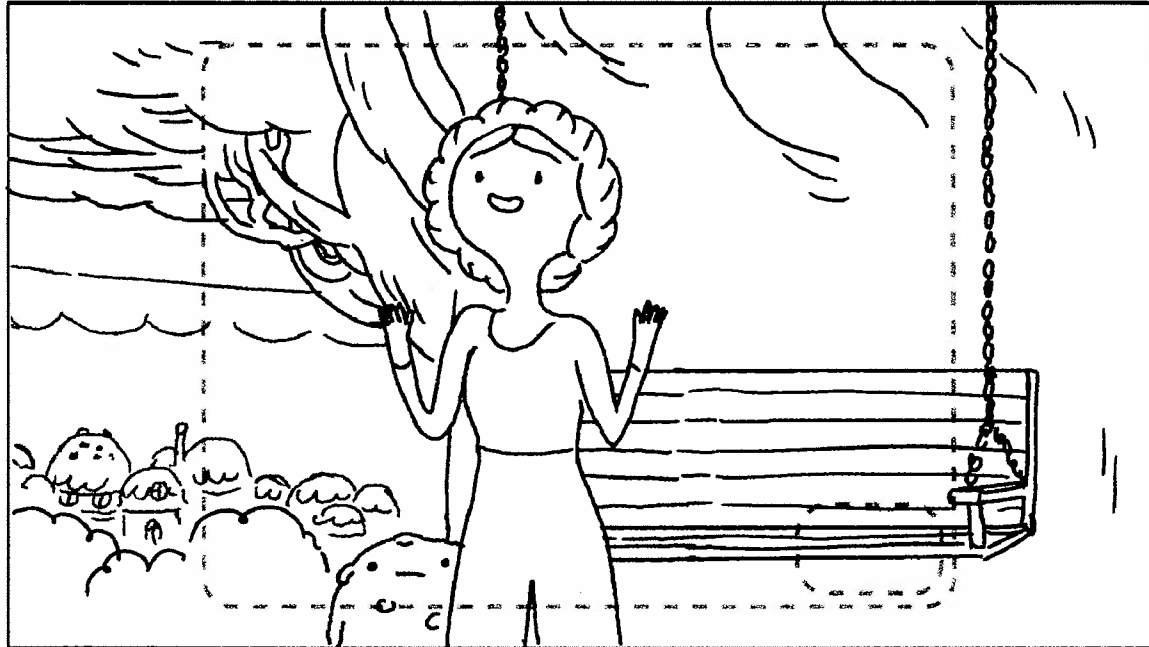
Action:

Timing:



1 SPIKED JAKE

Sc. Pnl. A Bg. day night



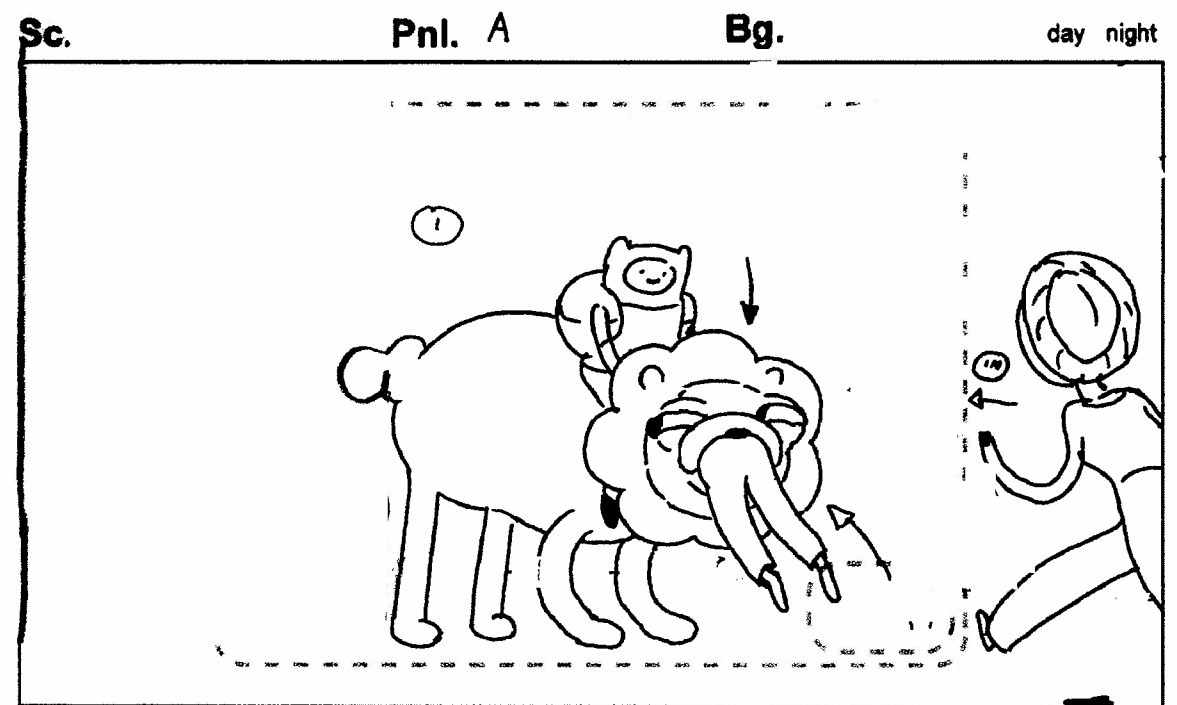
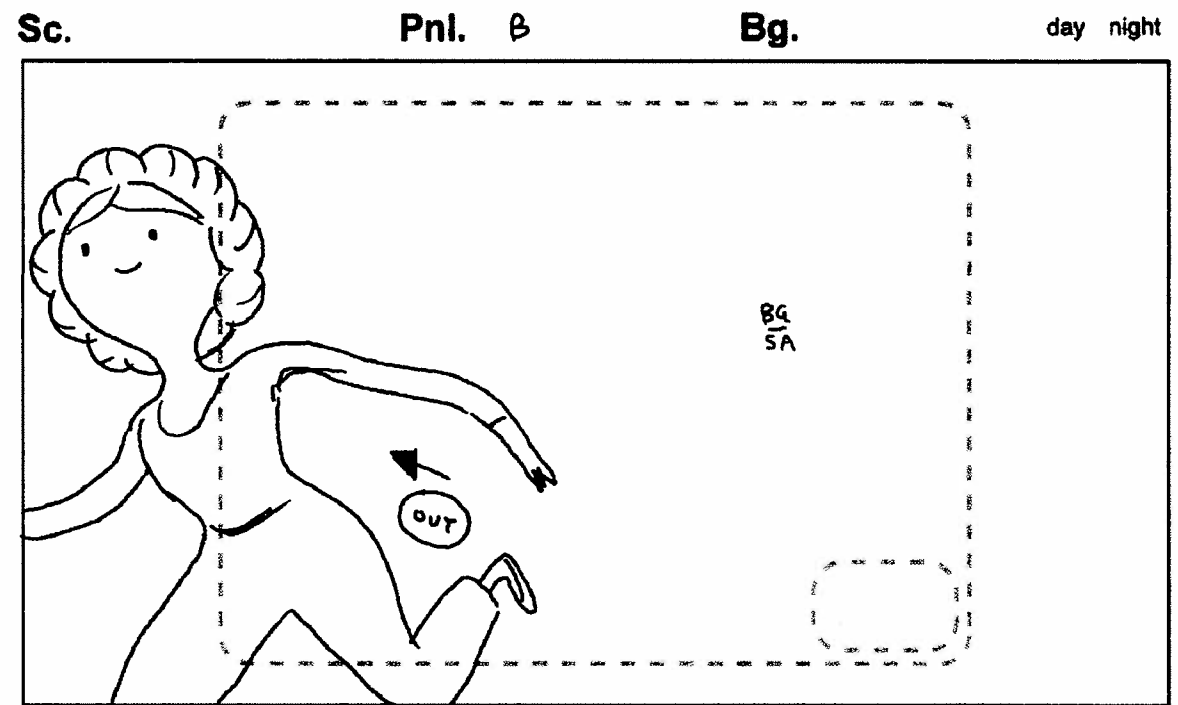
PB/ OH! THANK YOU BOYS

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# ADVENTURE TIME



Dialog:	<p>(PB) HUP!</p>
Action:	
Timing:	

EPISODE # 100899

Production :

# ADVENTURE TIME



Sc. Pnl. B Bg. day night

BG  
SA

Sc. Pnl. C Bg. day night

BG  
SA

Dialog:

Action:

Timing:

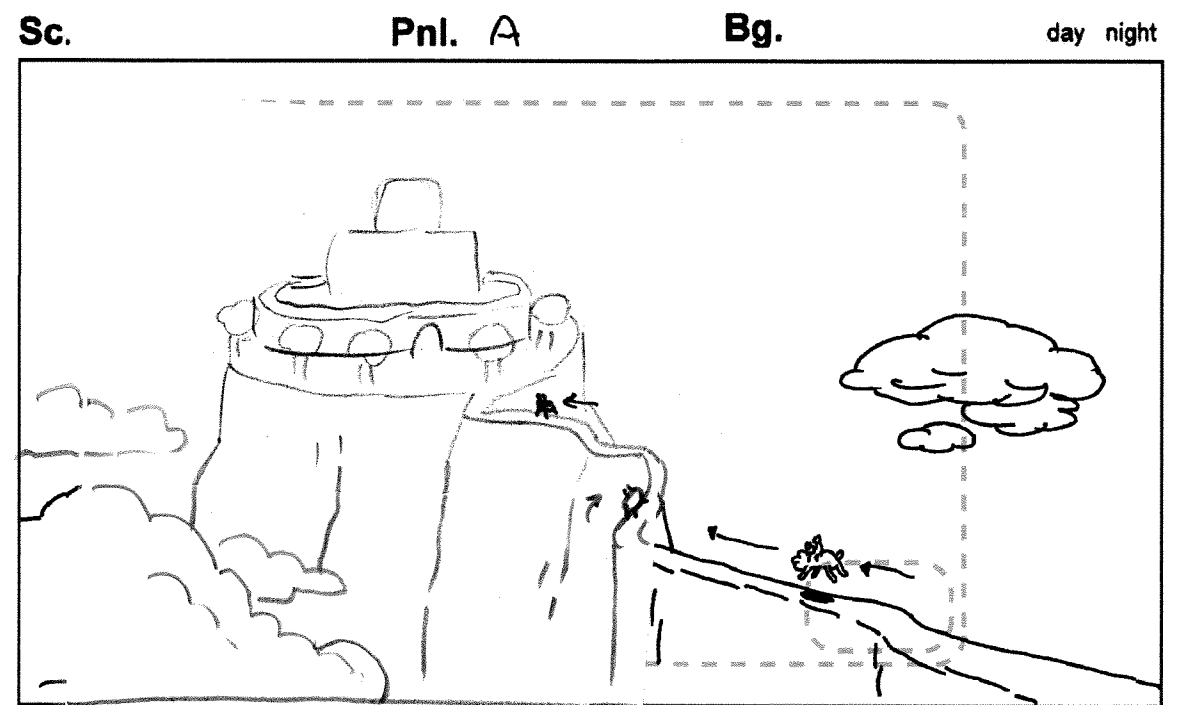
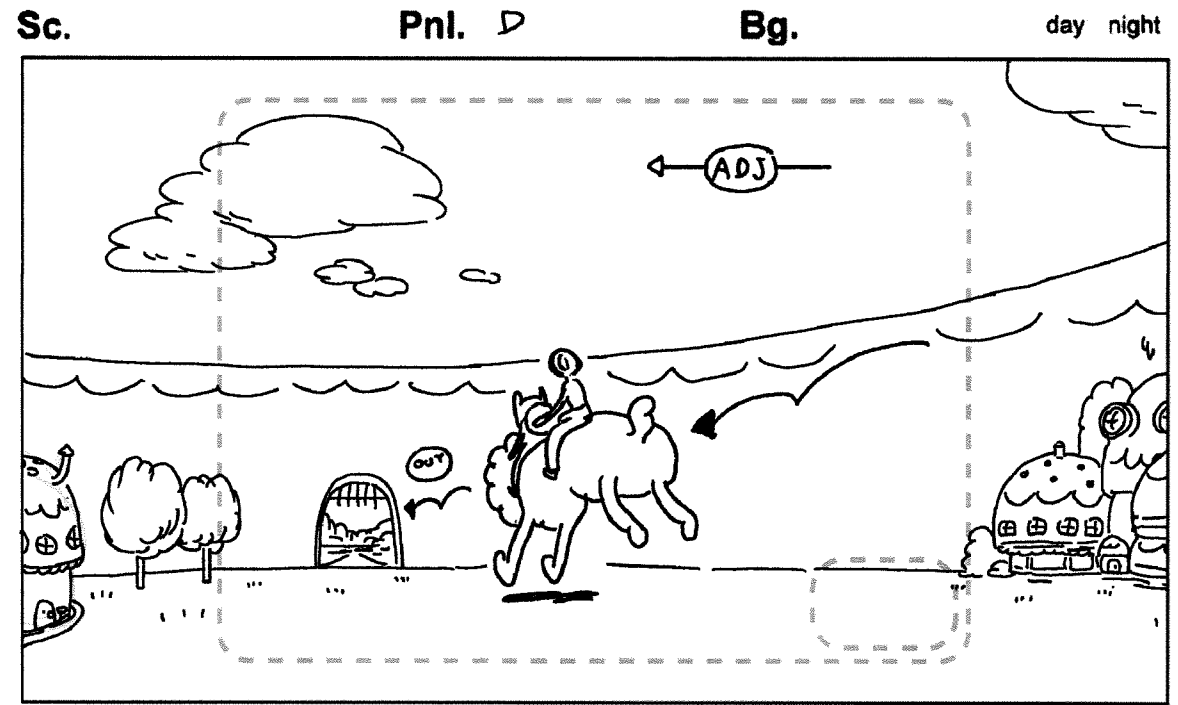
(J WIGGLES TAIL.)

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# ADVENTURE TIME



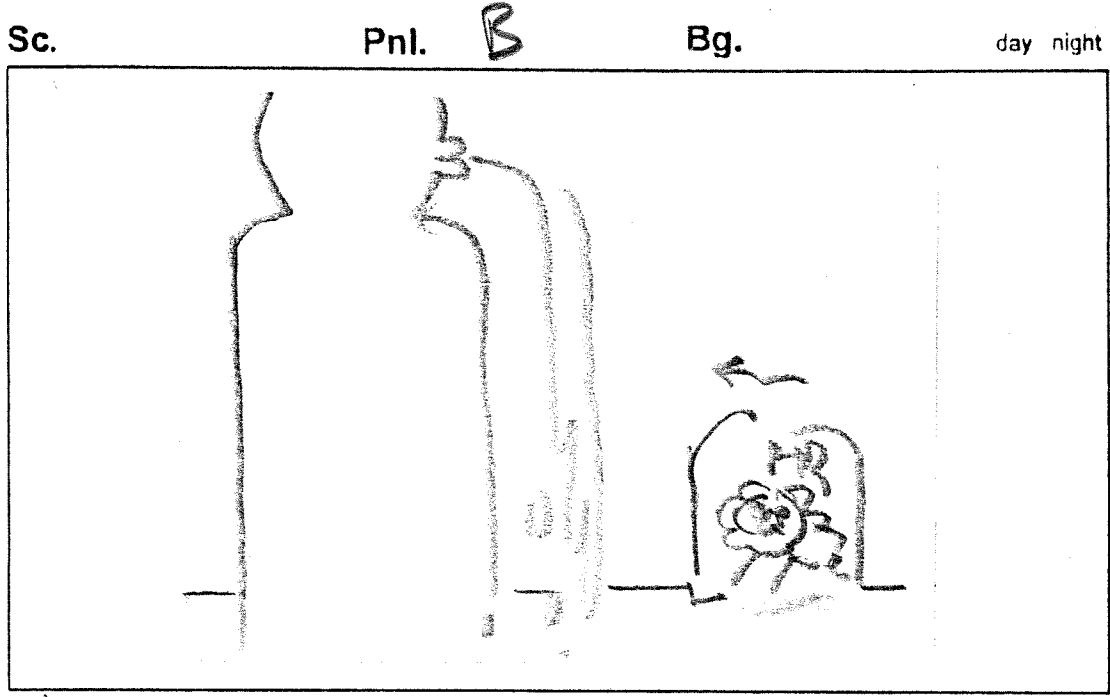
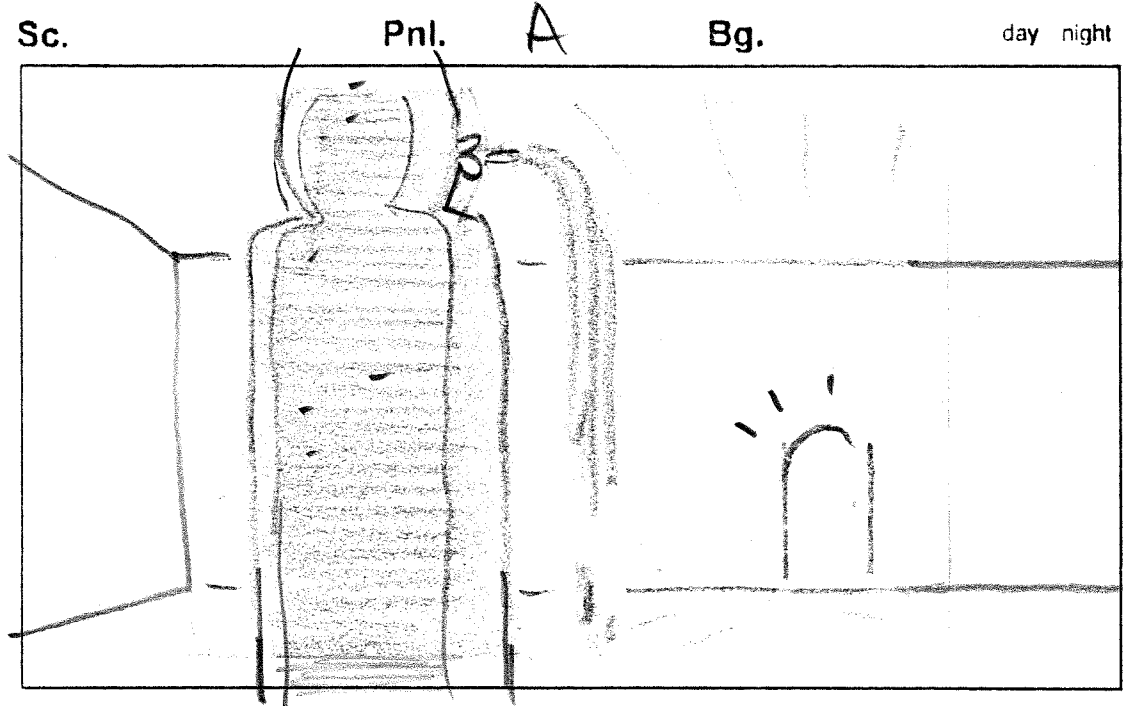
Dialog:
Action:
Timing:

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# ADVENTURE TIME

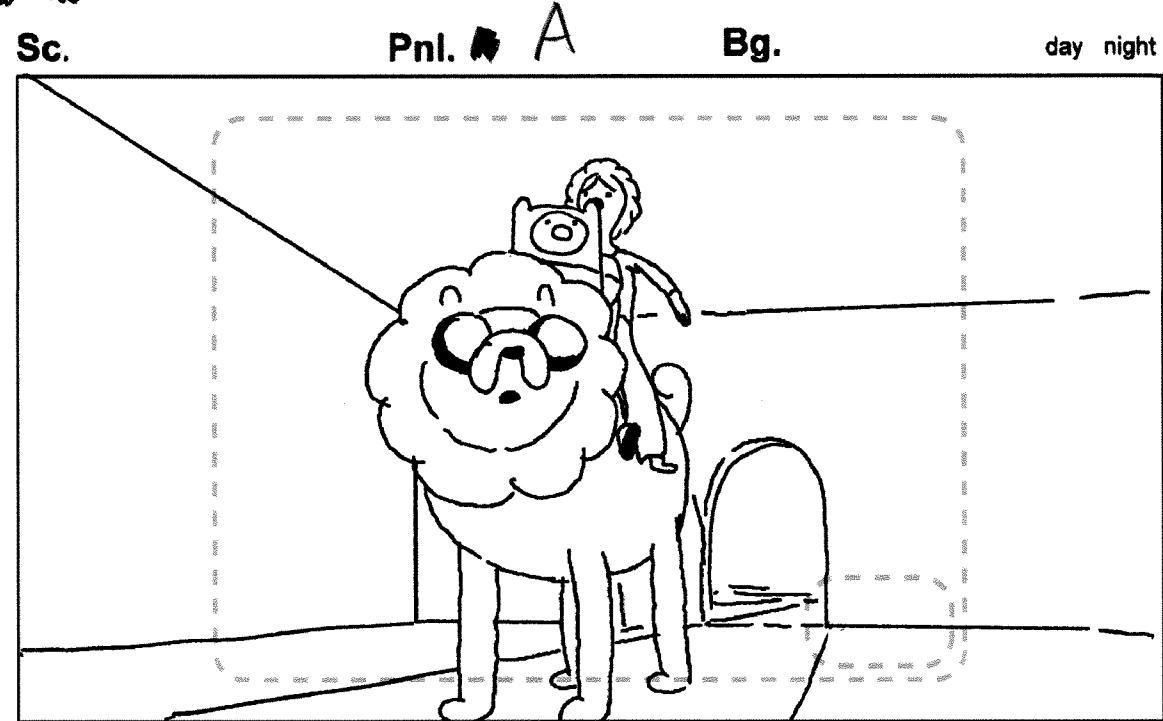
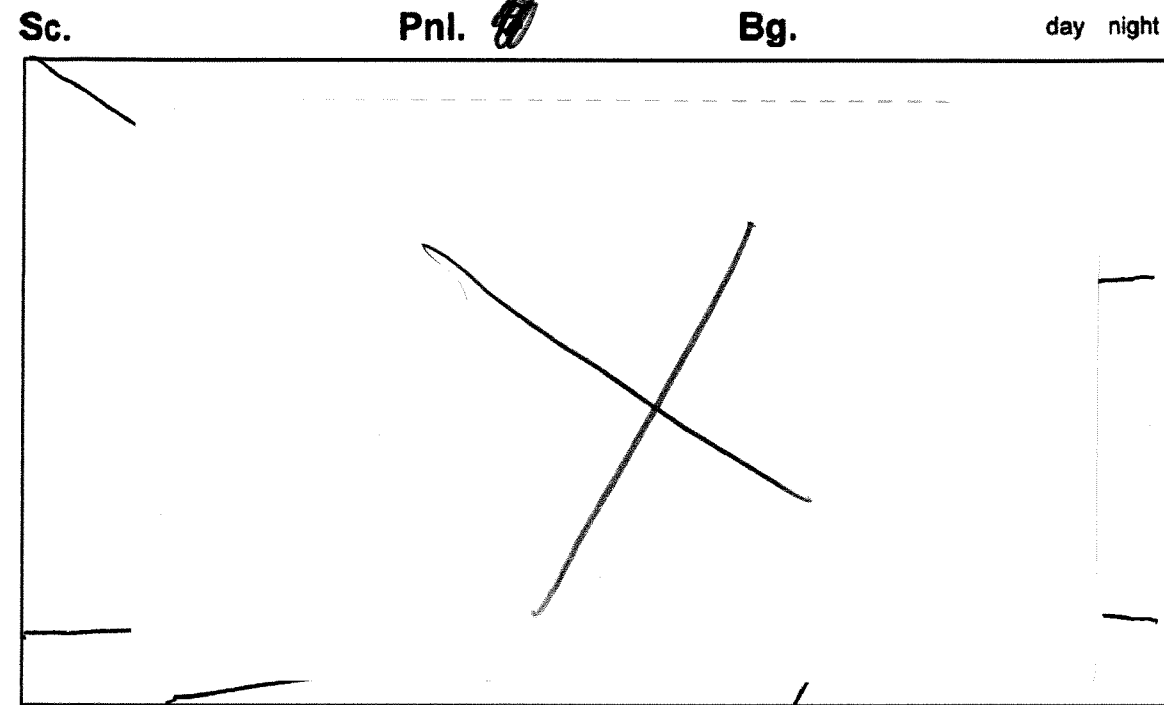


Dialog:	<u>SFX:</u> < BANG! BANG! BANG! >	<u>SFX:</u> < BASH! >
Action:		
Timing:		

ERISODE #

Production :

# ADVENTURE TIME



Dialog:
SPX1 : BASH :
(WALLA:) Lemongrab ?/ Lemongrab ?!
Action:
Timing:

EPISODE # 100899

Production :



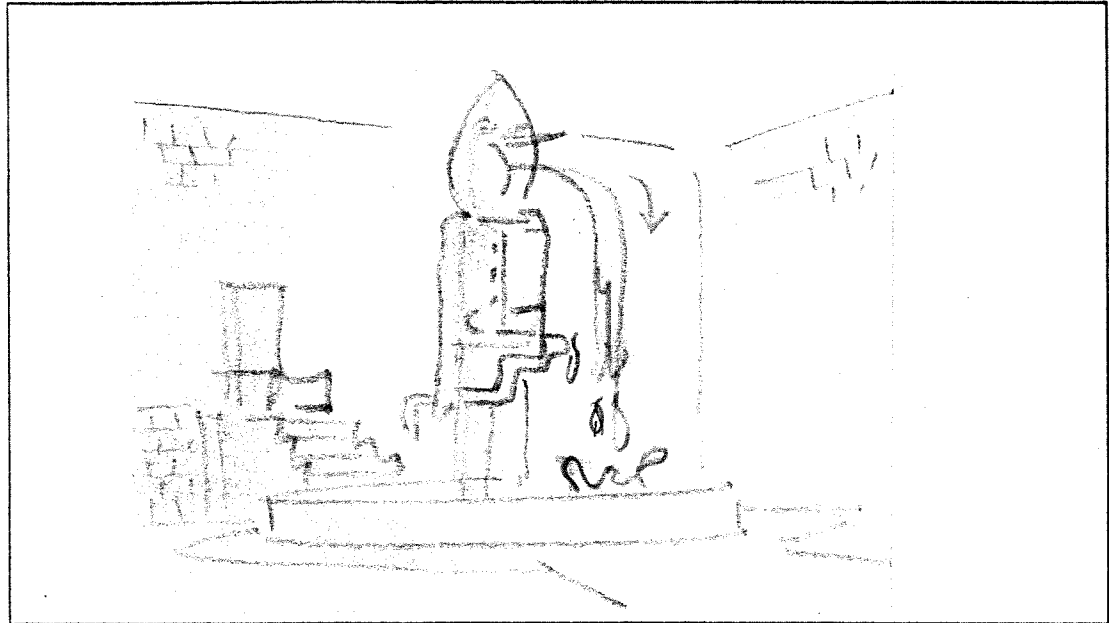
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# ADVENTURE TIME

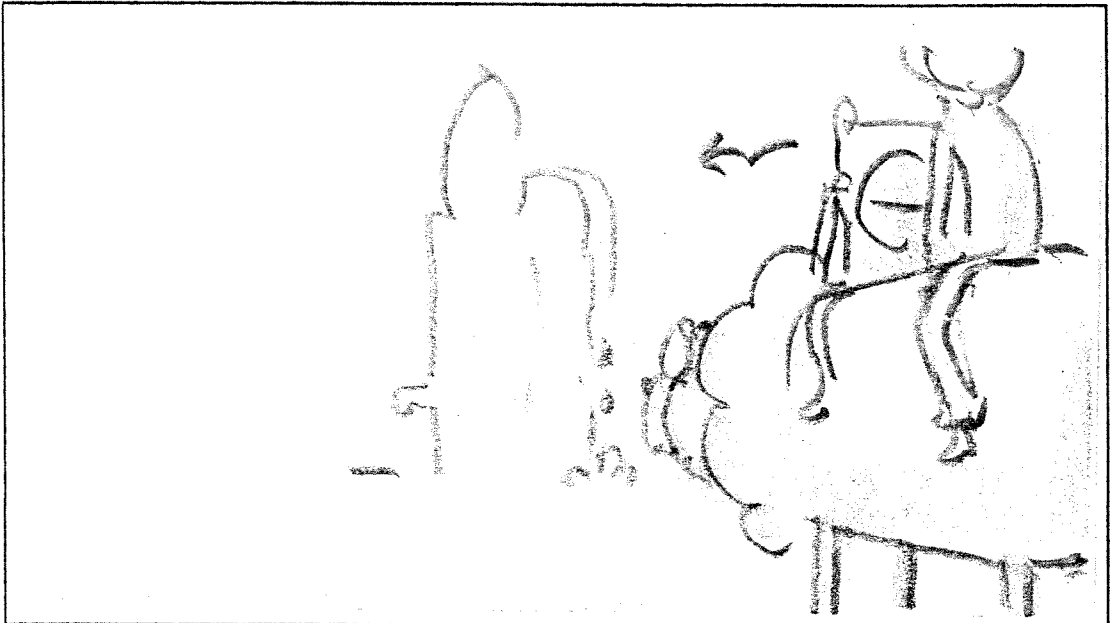


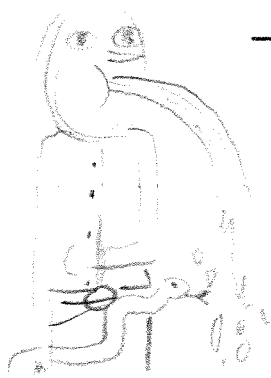
Page 140A

Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:	<u>JAKE:</u> <u>NO LEMONGRAB</u>	
Action:		(STATUE DETAIL)
Timing:		

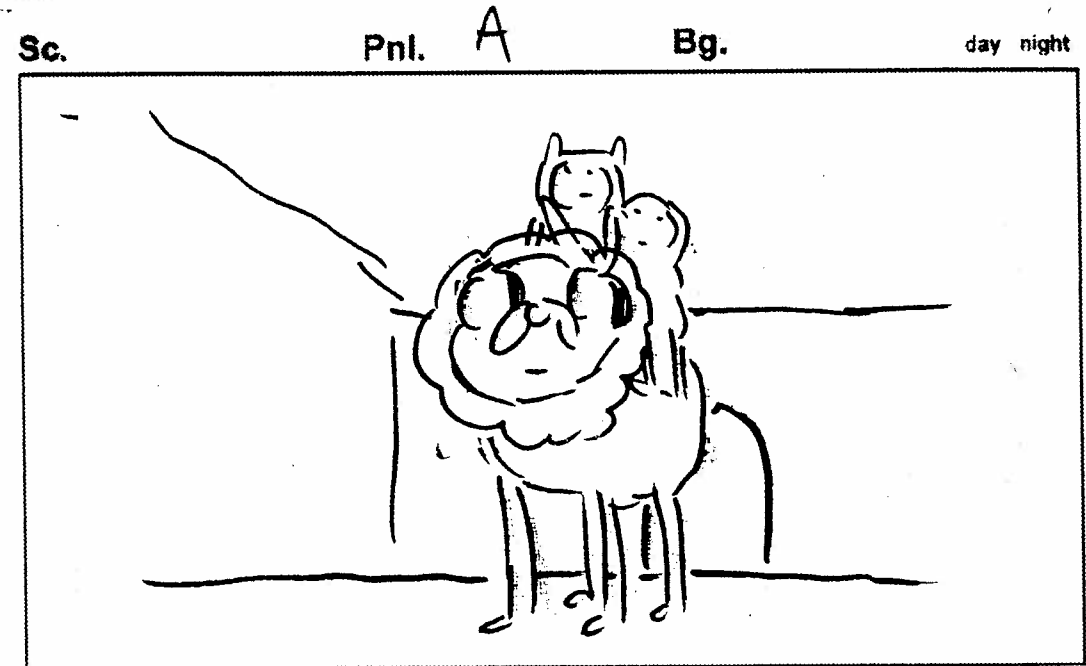
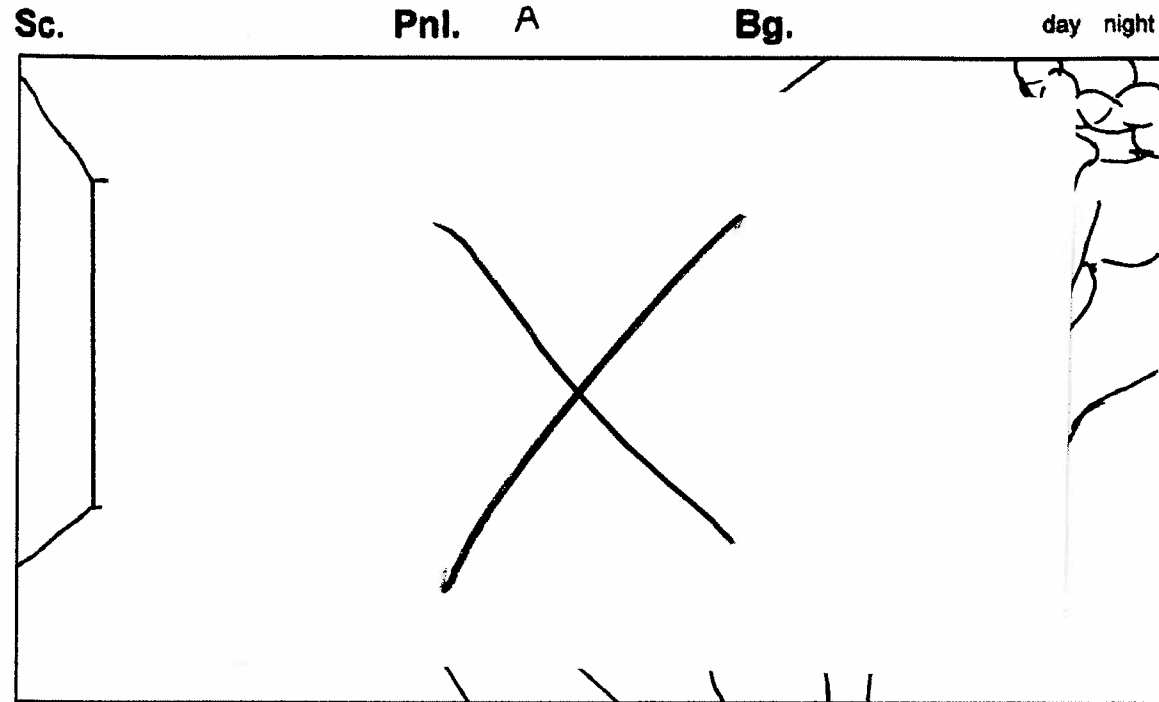
EPISODE #

Production :

# ADVENTURE TIME



Page 141



Dialog:

(J:) No Lemongrab.

Action:

Timing:

EPISODE # 100899

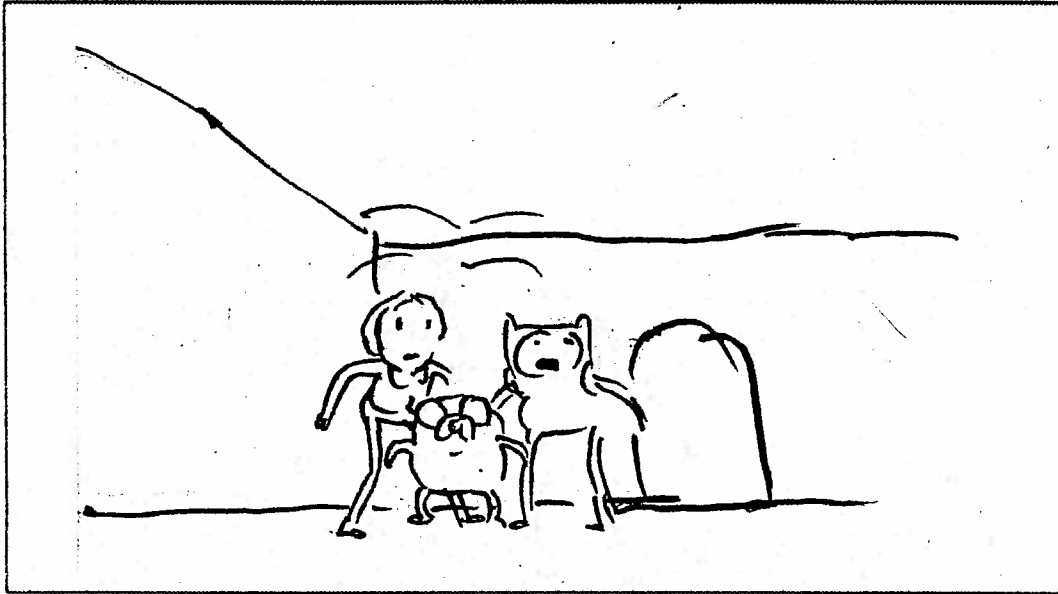
Production :

# ADVENTURE TIME



Page 142

Sc. Pnl. Bg. day night



Dialog:

Sc. Pnl. A Bg. day night



Dialog:

(F) C'MON LET'S FIND THE  
PUP GANG QUICK

Action: JAKE  
SHRINKS



P.B. LOOKS O/S

Timing:

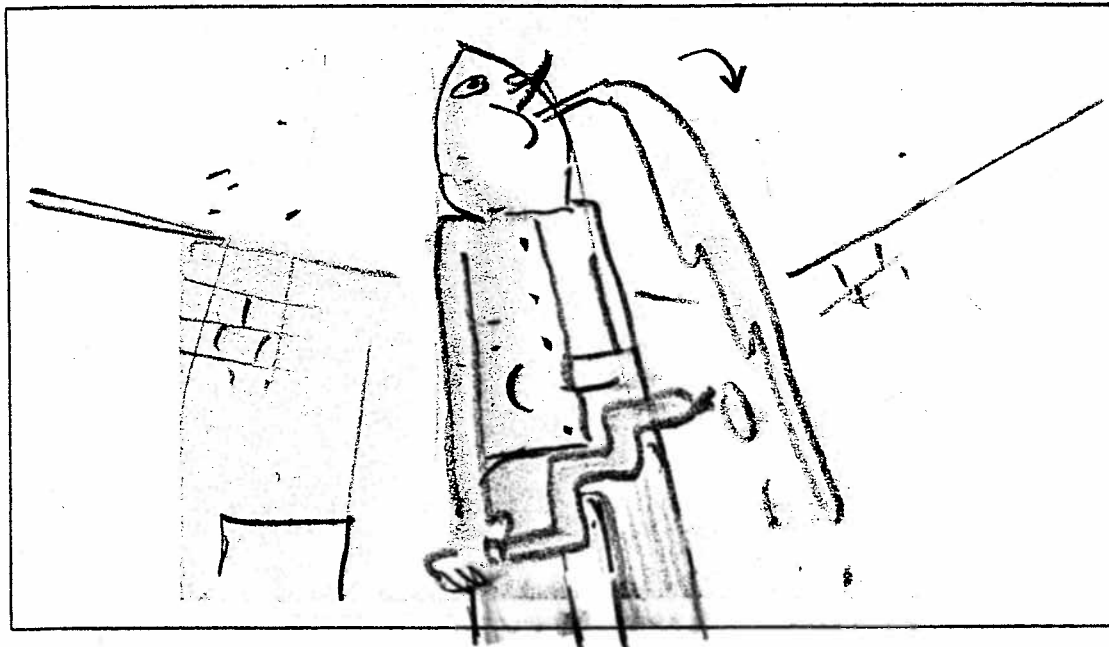
EPISODE # 100899

Production :

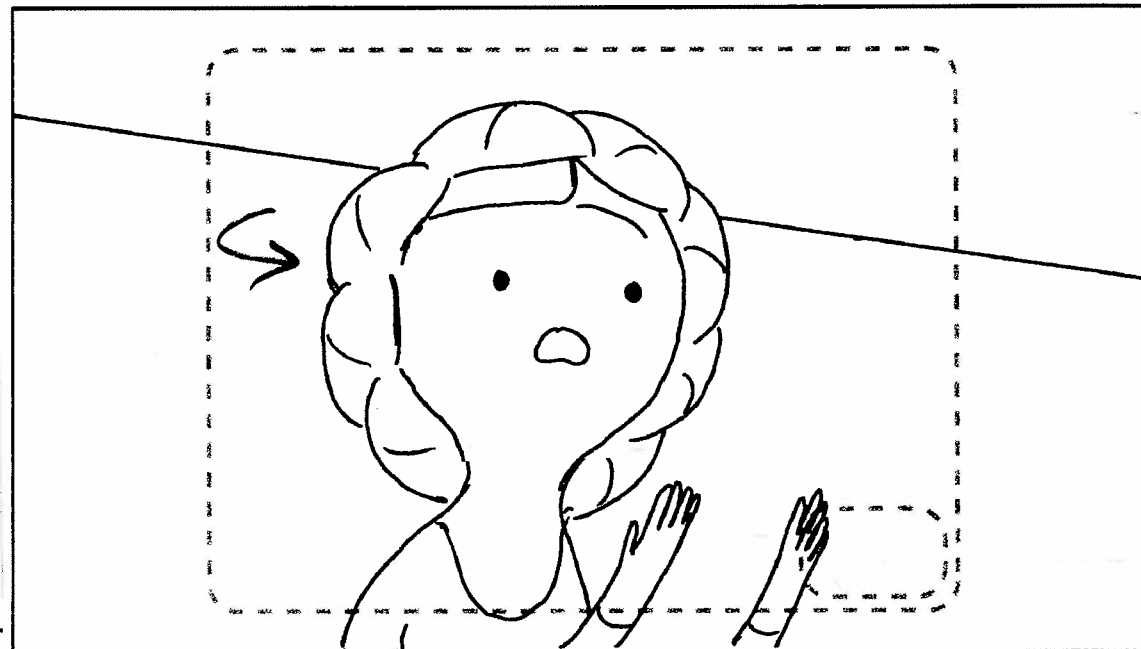
# ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. Pnl. A Bg. day night



Dialog:

Action:

Timing:

(PB) wait - I  
have 2 plan --

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Production :

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# ADVENTURE TIME



Page 142

Sc. Pnl. B Bg. day night

Sc. Pnl. Bg. day night

Dialog: (PB) / YOU GUYS GO ON AHEAD -  
I'LL CATCH UP.

(F:) okay cool -

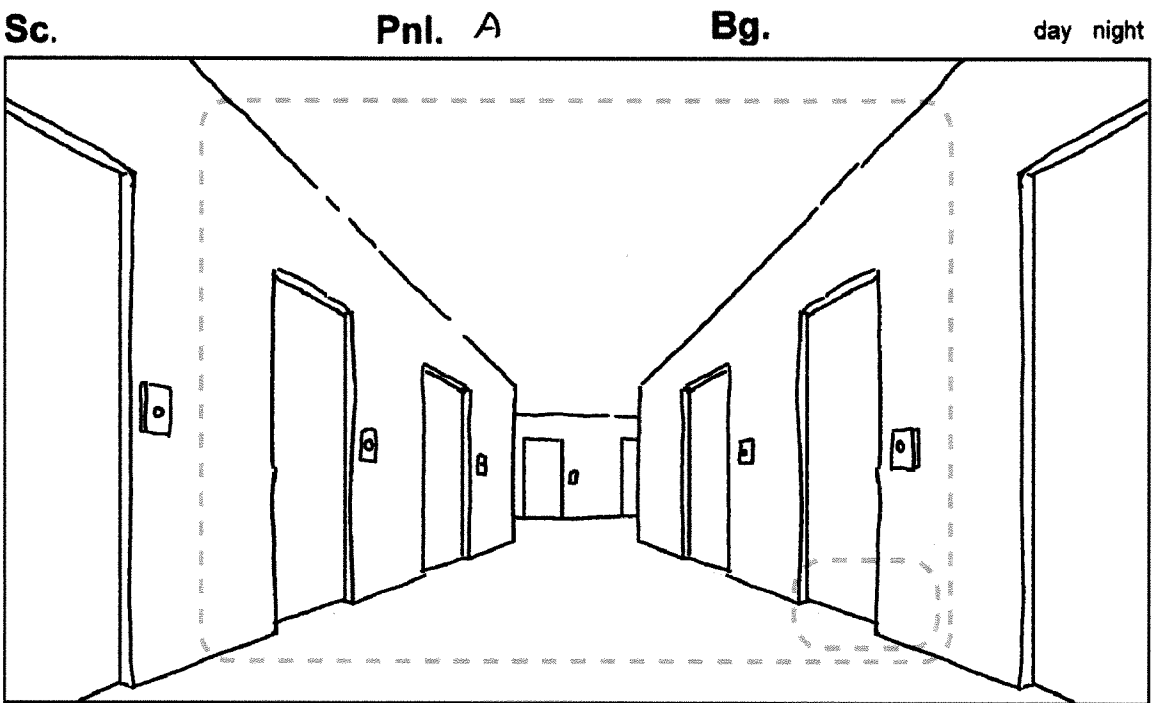
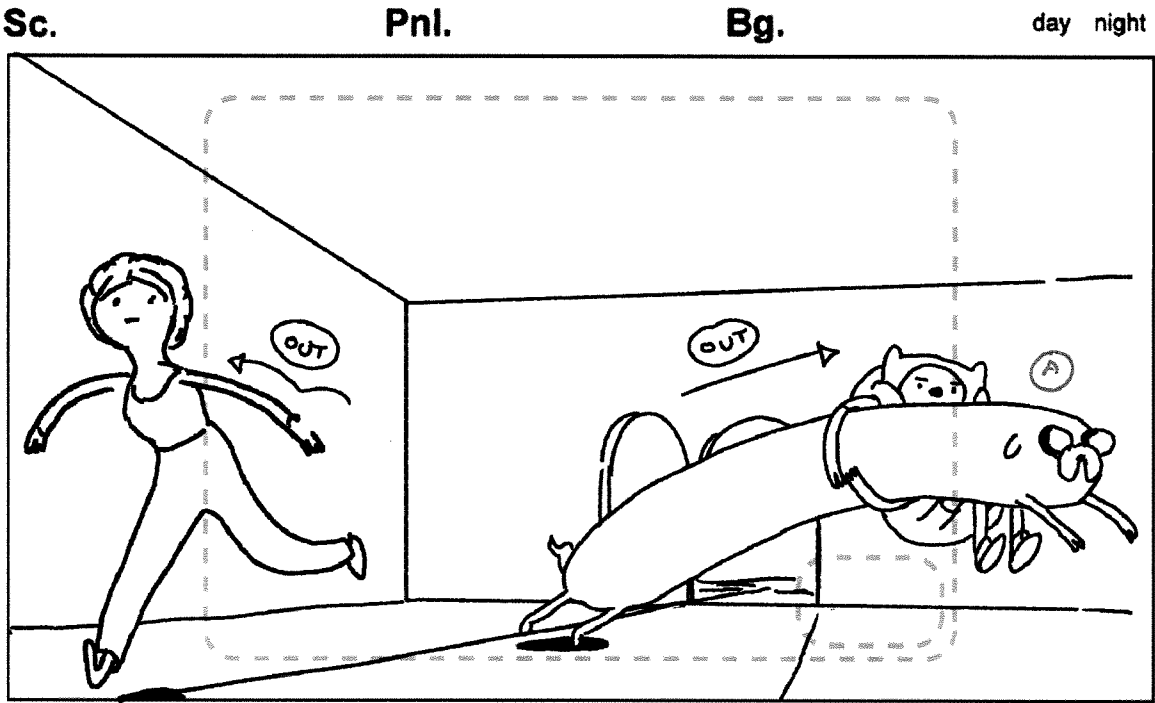
Action:

Timing:

EPISODE # 100899

Production :

# ADVENTURE TIME

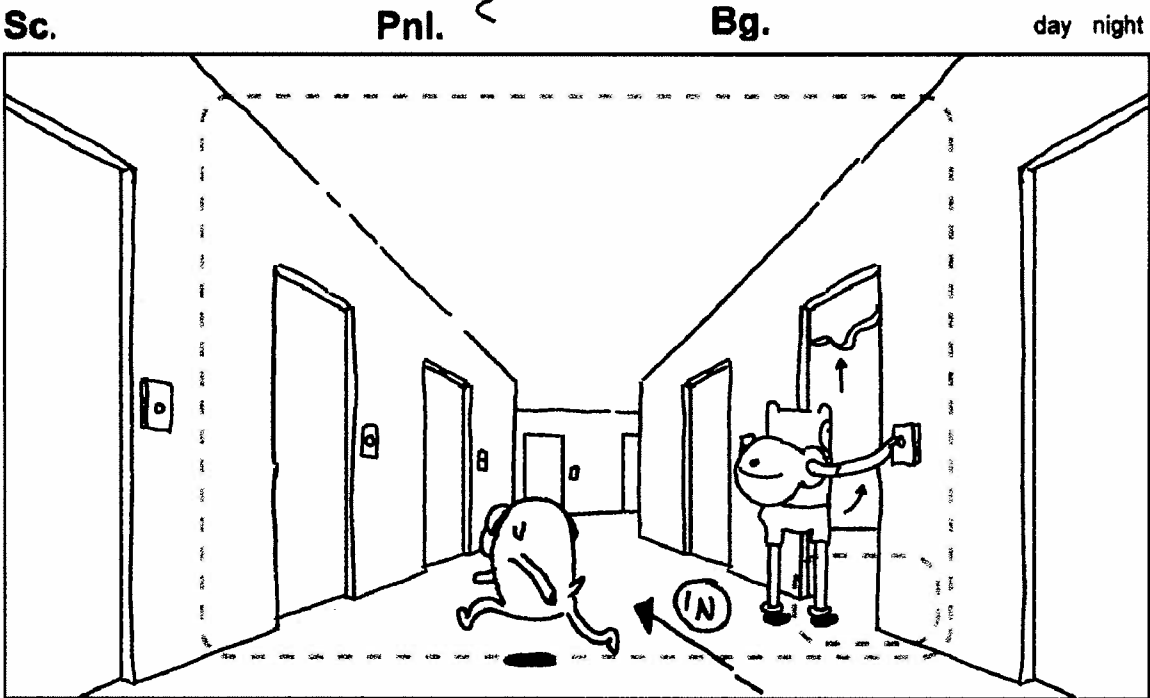
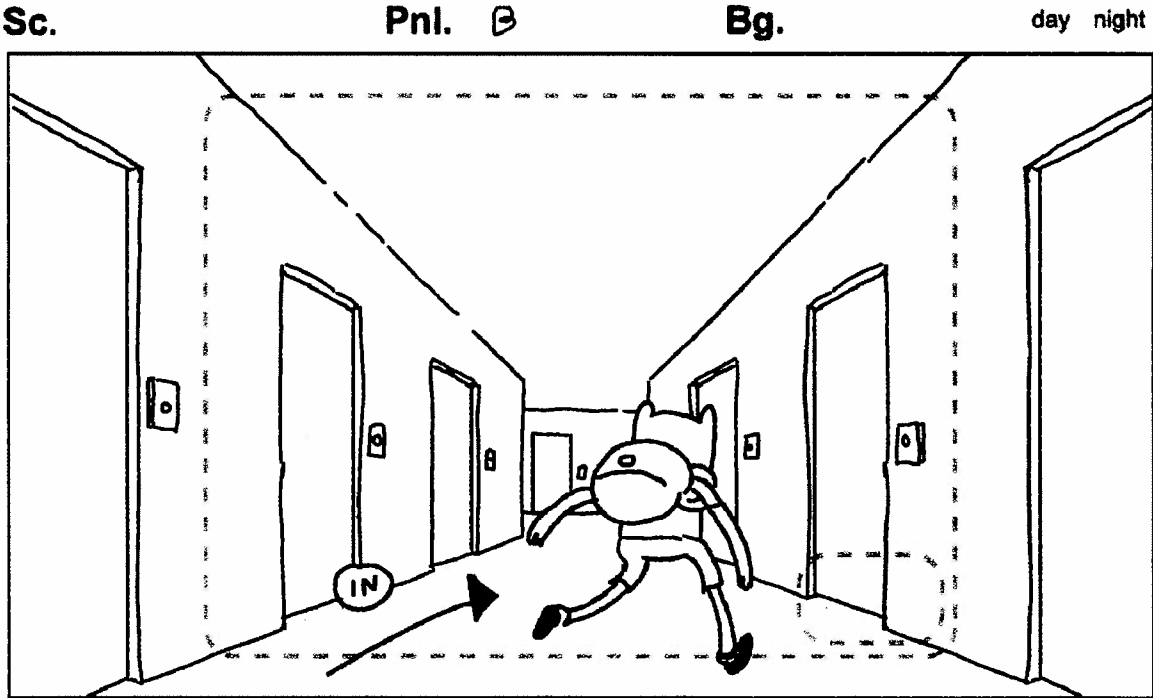


Dialog:	(F:) Holla if you're in trouble.
Action:	
Timing:	

EPISODE # 100899

Production :

ADVENTURE TIME



Dialog:
Action:
Timing:

(DOORS OPEN UPWARDS,  
LIKE STAR TREK)

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ADVENTURE TIME



Sc. Pnl. A Bg. day night

Sc. Pnl. Bg. day night

Dialog:

(F) hm -

Action:

(TOTALLY BARE ROOM)

Timing:

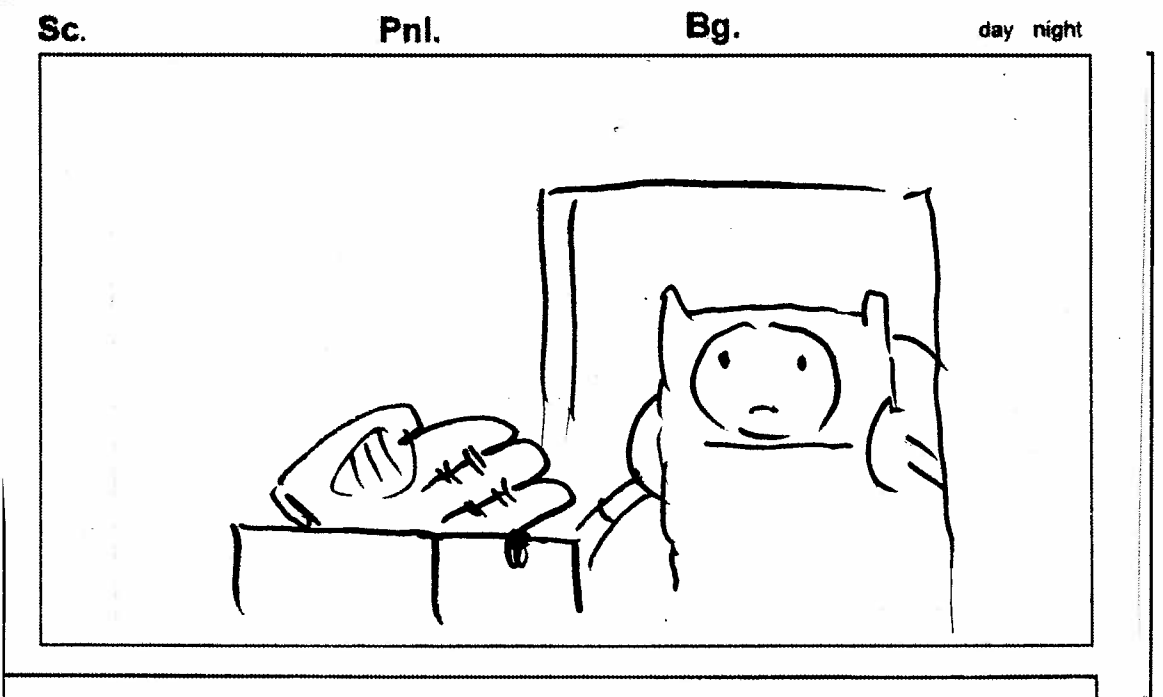
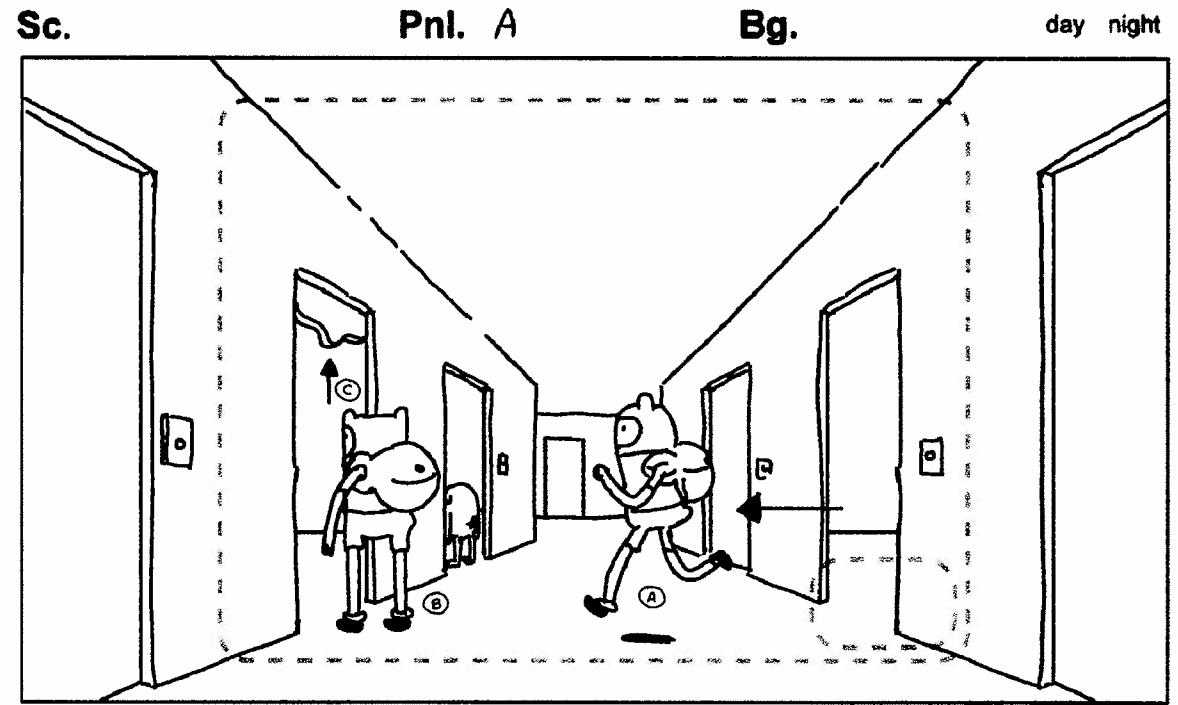
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Production :



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# ADVENTURE TIME



Dialog:
Action: A- FINN JOGS ACROSS HALL B- HITS SWITCH, C - DOOR OPENS
Timing:

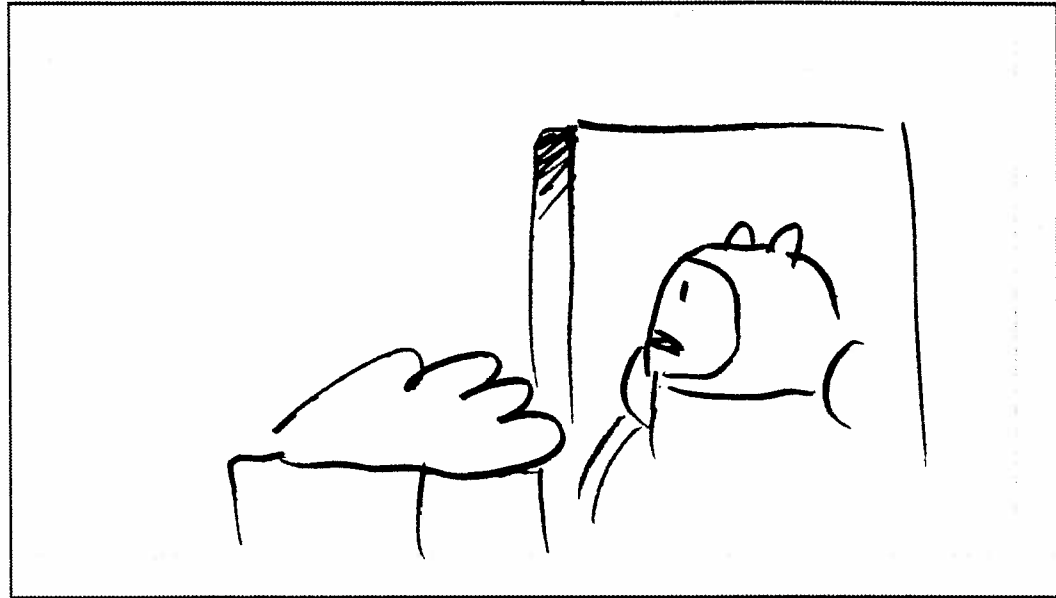
EPISODE # 100899  
Production :

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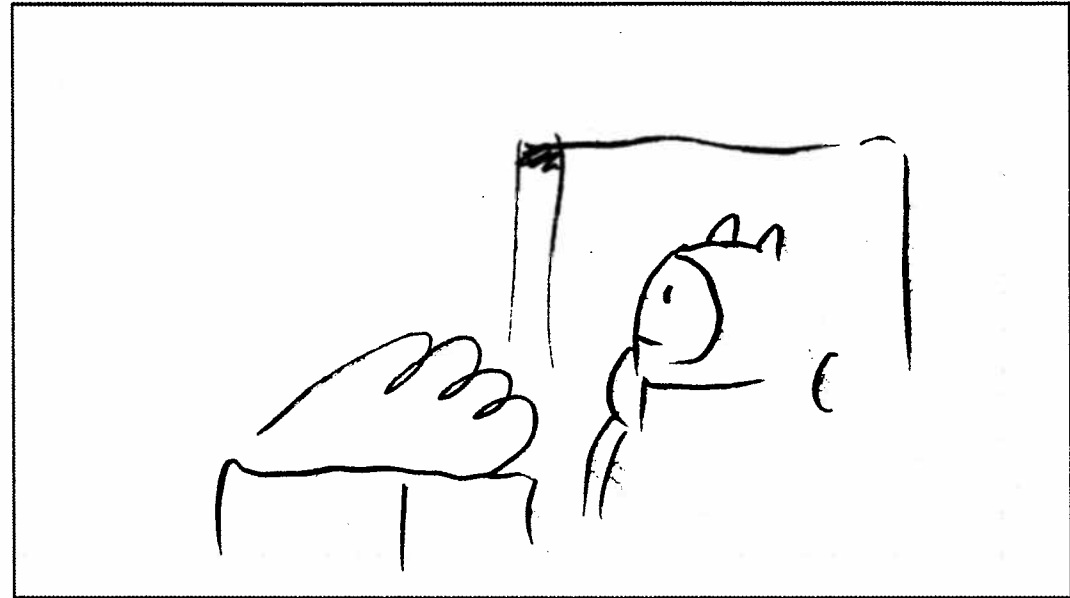
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



Dialog:

(F) / Whatta ya got  
Jake?

(J)  
OS / JUST AN EMPTY  
ROOM WITH A  
CATCHER'S MITT

Action:

Timing:

EPISODE # 100899

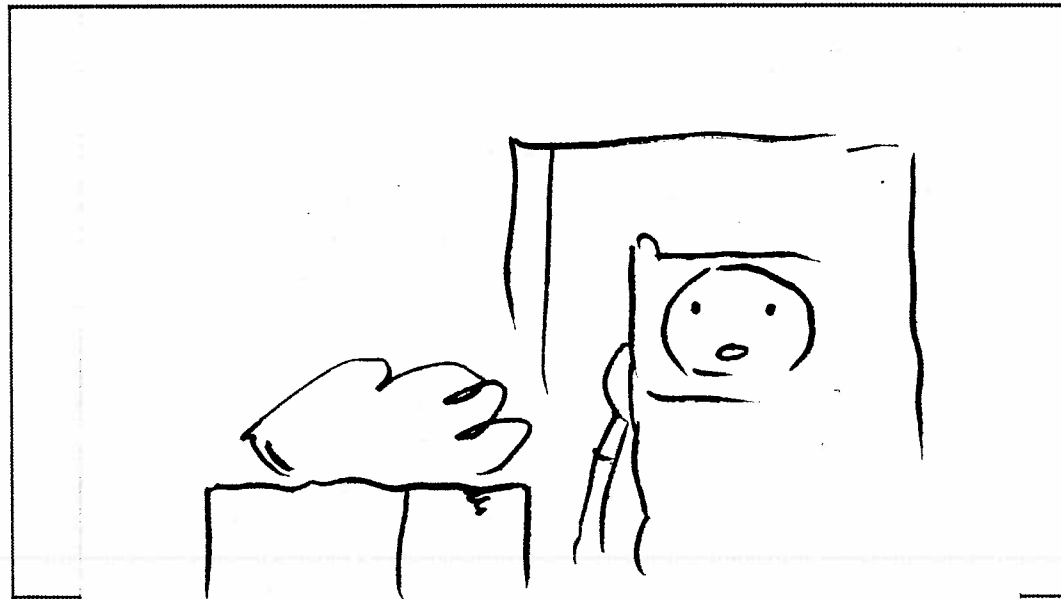
Production :

# ADVENTURE TIME



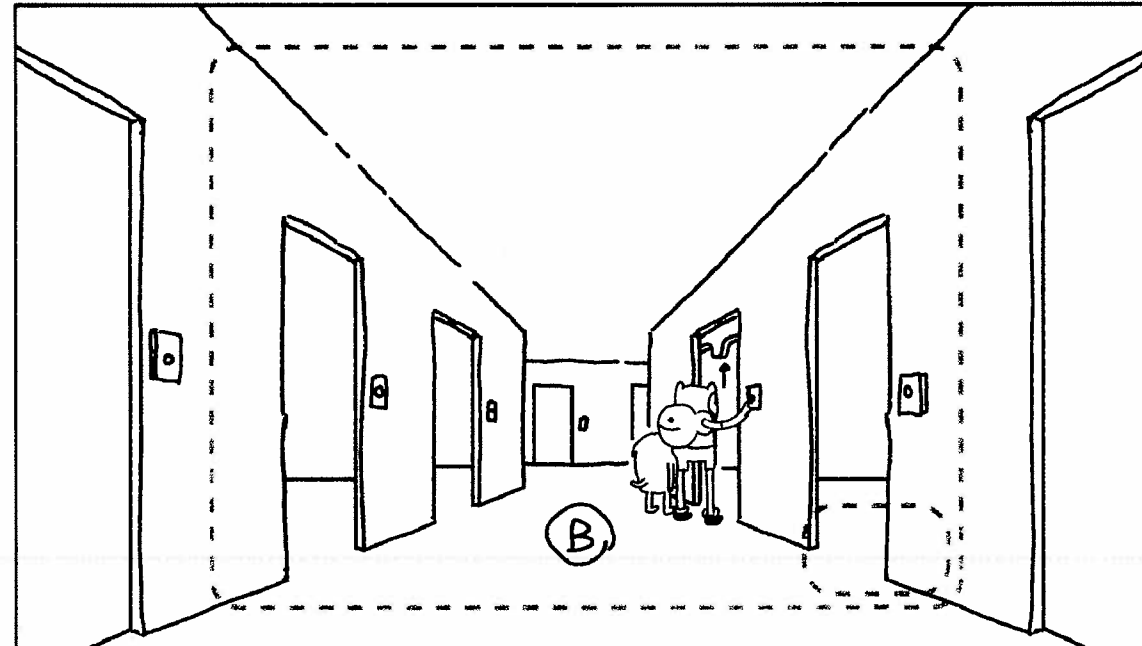
Page 148

Sc. Pnl. Bg. day night



Dialog:

Sc. Pnl. A Bg. day night



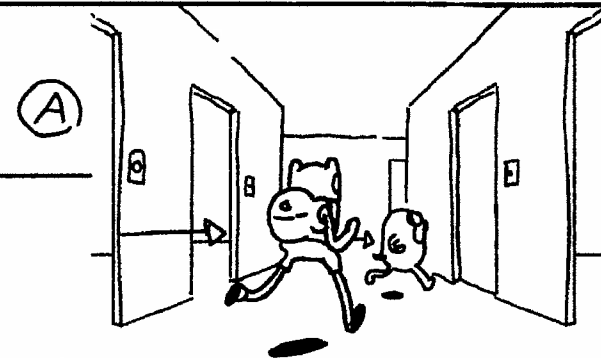
Dialog: (F) / (TO SELF) cool...

ALT: weird...

ALT: GROSS...

Action:

Timing:



EPISODE # 100899

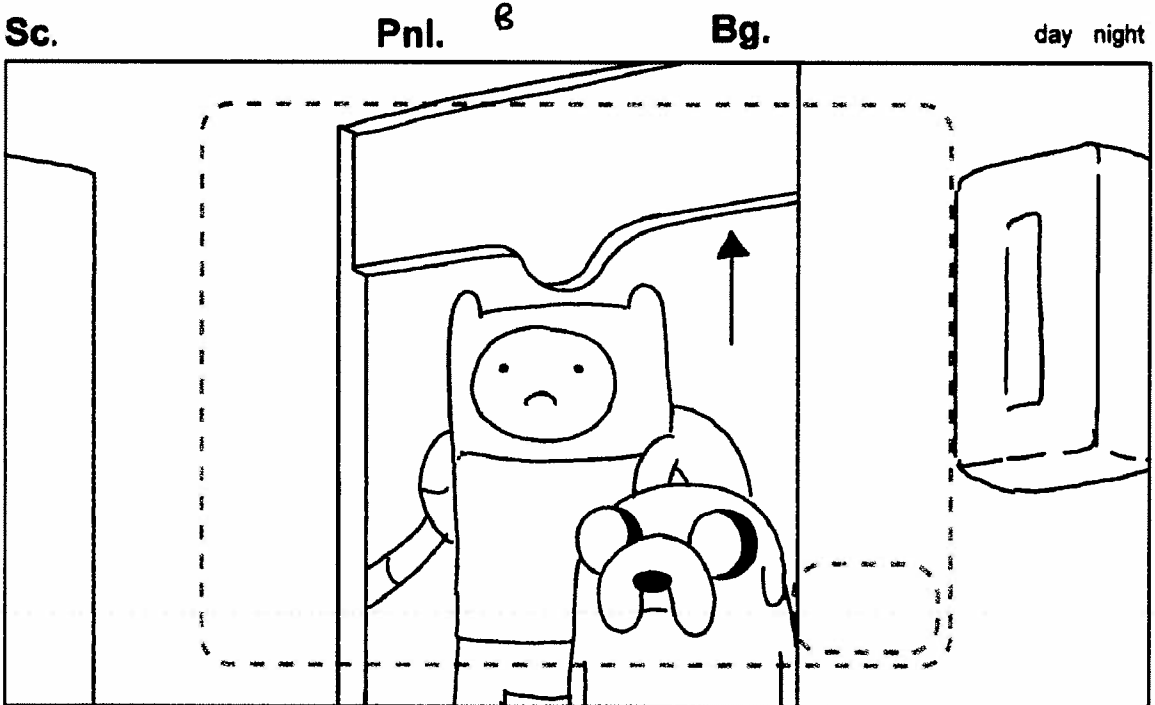
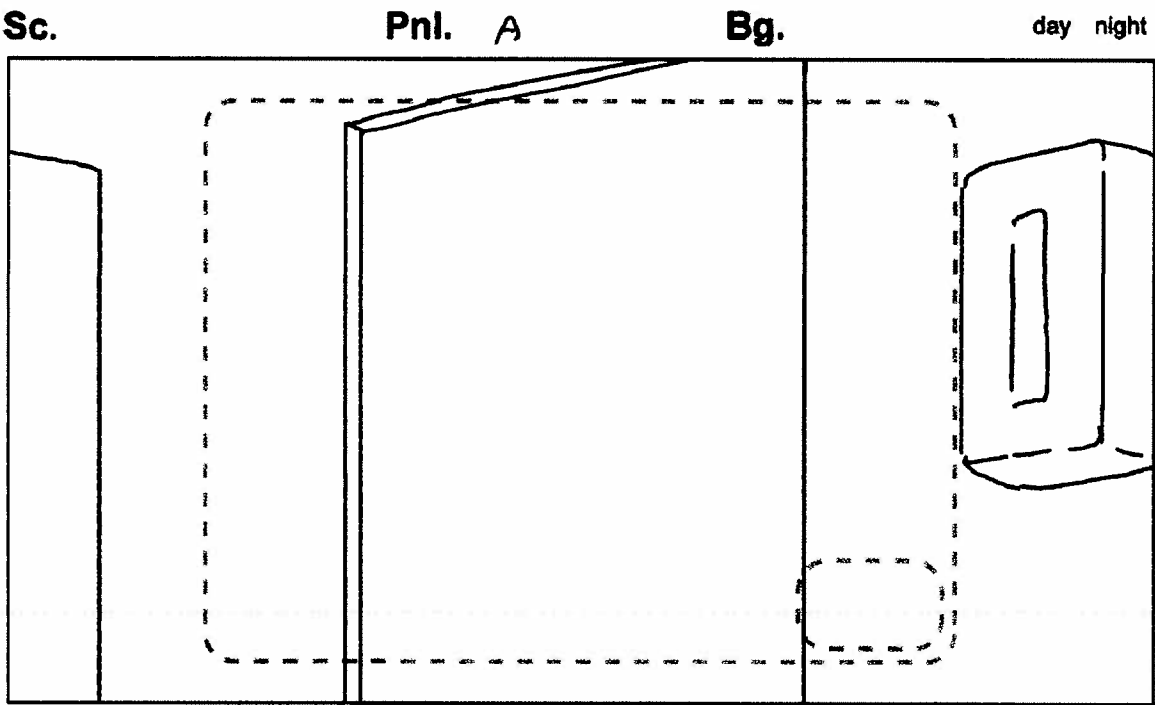
Production :

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# ADVENTURE TIME



Page 149 A



Dialog:
Action:
Timing:

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# ADVENTURE TIME



Page 149 B

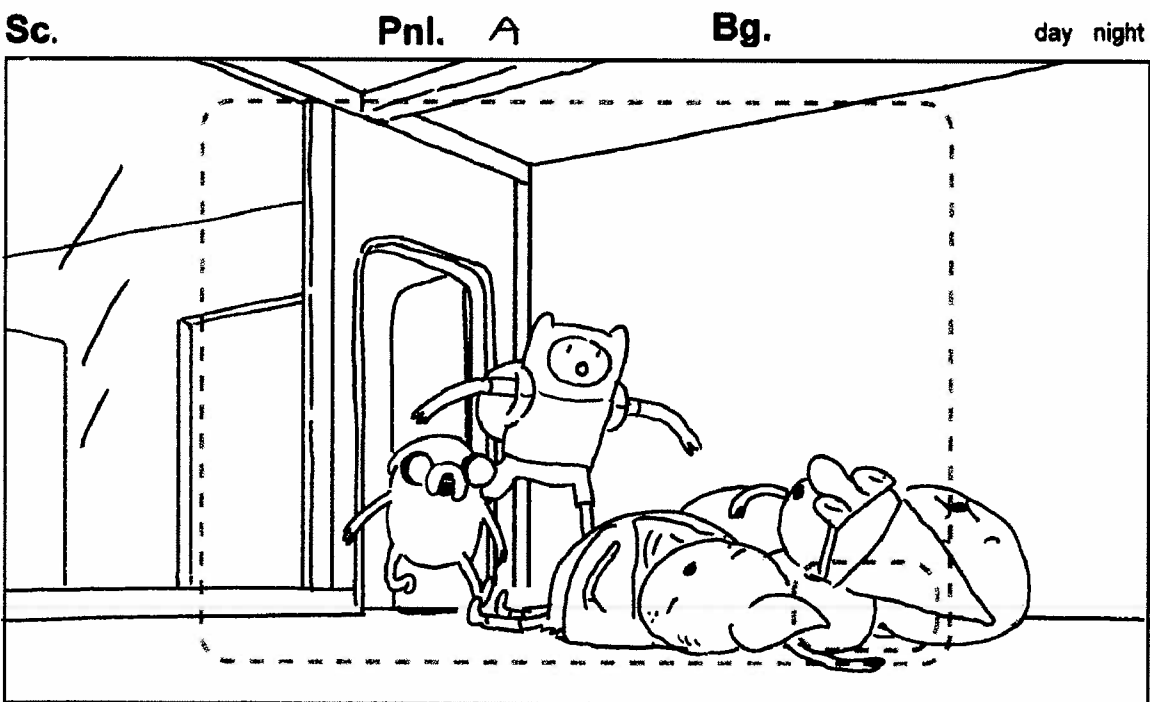
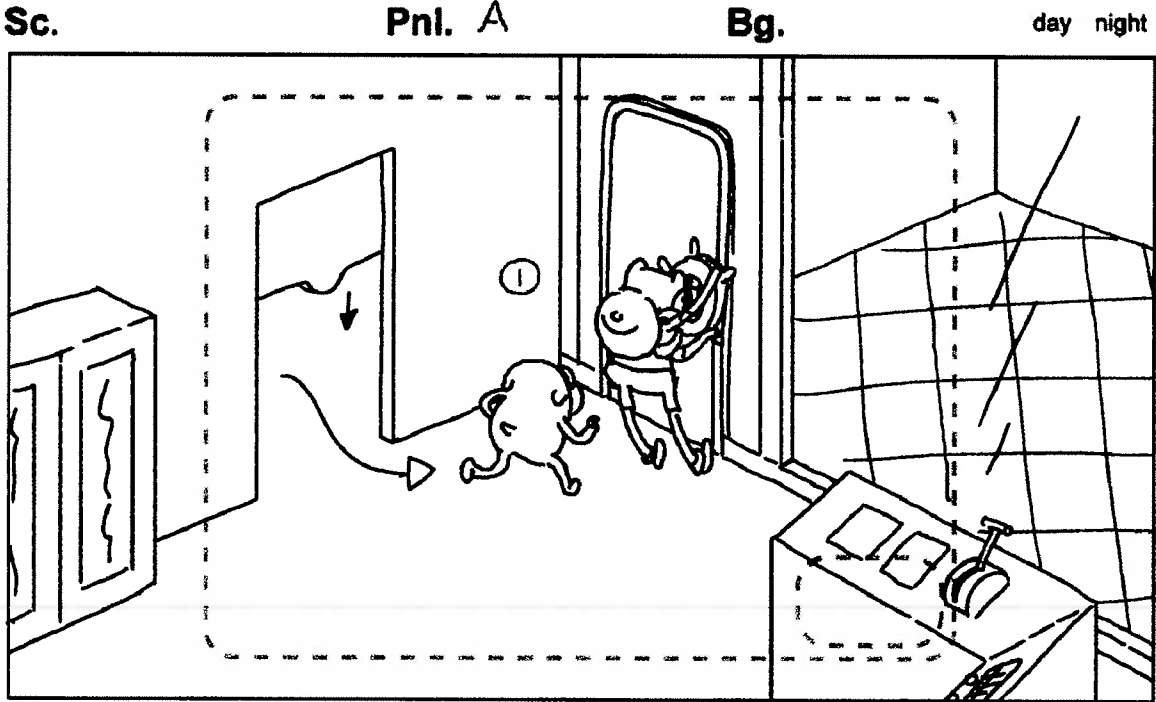
Sc.	Pnl. A	Bg.	day night	Sc.	Pnl. A	Bg.	day night	

Dialog:	(F+J) / GASP!	JAMAICA / GROAN ... HELP US ...
Action:		
Timing:		

EPISODE # 100899

Production :

ADVENTURE TIME



Dialog:

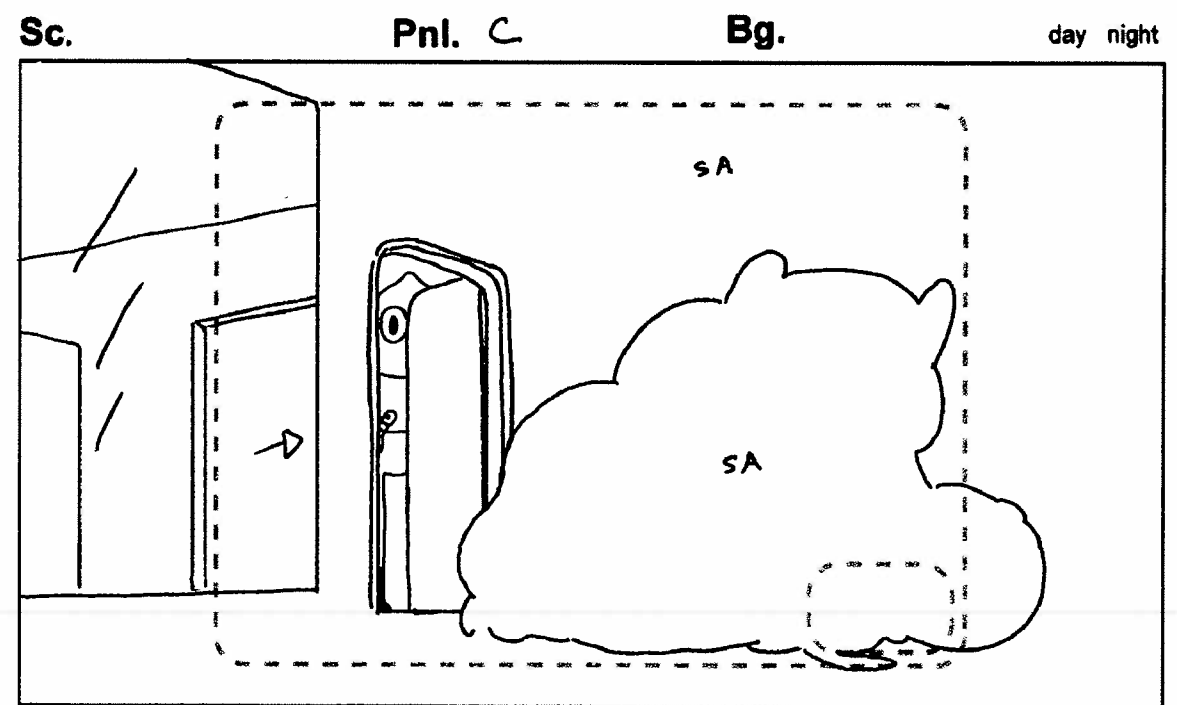
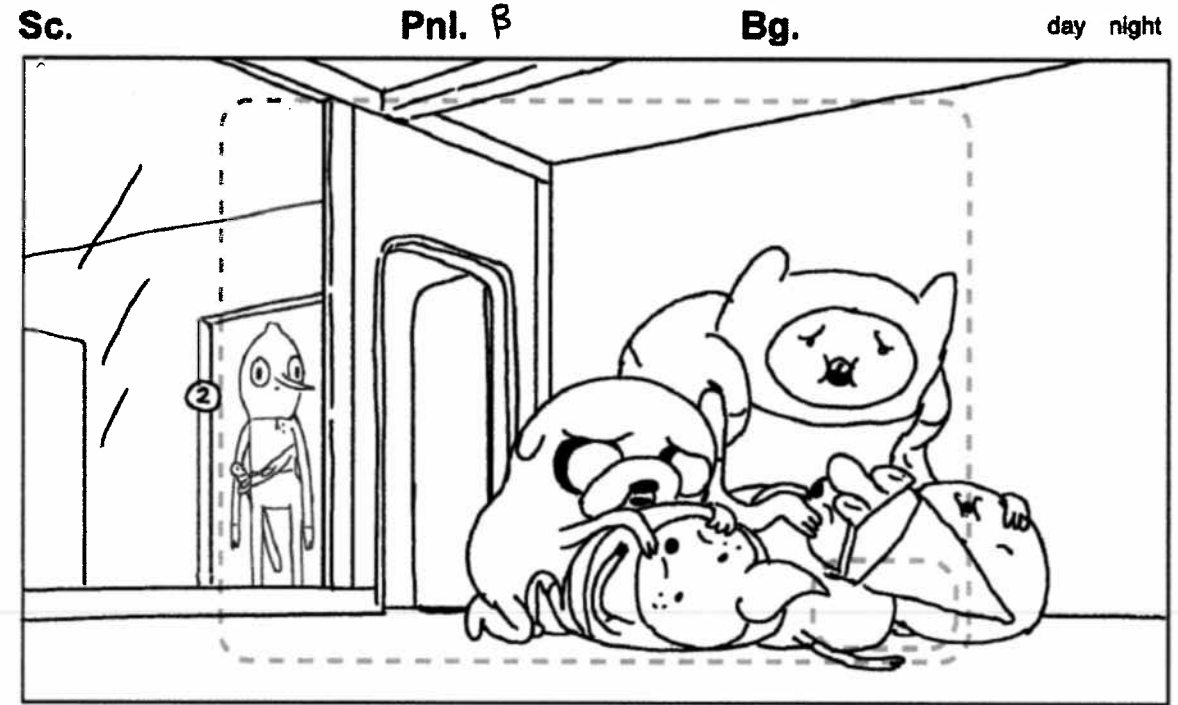
(F+J) walla  
oh - oh no

Action: OUTER DOOR SLIDES SHUT.

Timing:

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# ADVENTURE TIME



**Dialog:** (F+J) (COMFORTING WALLA) / oh! oonie goo goo  
foofie loo loo  
goony do doo loo loo zw!

**Action:** • GENTLY JIGGLING PUPS' CHEEKS  
• OUTER DOOR OPENS, LEMONGRAB IS STANDING THERE.  
• L.G. STARES AT J+F

**Timing:**

LEMONGRAB WALKS TO THE DOOR, PAUSES AND PEEPS.

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ADVENTURE TIME



Sc. Pnl. D Bg. day night

Sc. Pnl. E Bg. day night

Dialog:	SFX: SLAM!	(LQ) / mnn... TRESSPASSING ON LEMONGROUNDS!
Action:	F+J: GASP	
Timing:		

EPISODE # 100899

Production :



# ADVENTURE TIME



Sc. Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

Dialog:

mm - OH! THIS IS SERIOUS!

Action:

Timing:

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# ADVENTURE TIME



Page 153 B

Sc. Pnl. C Bg. day night

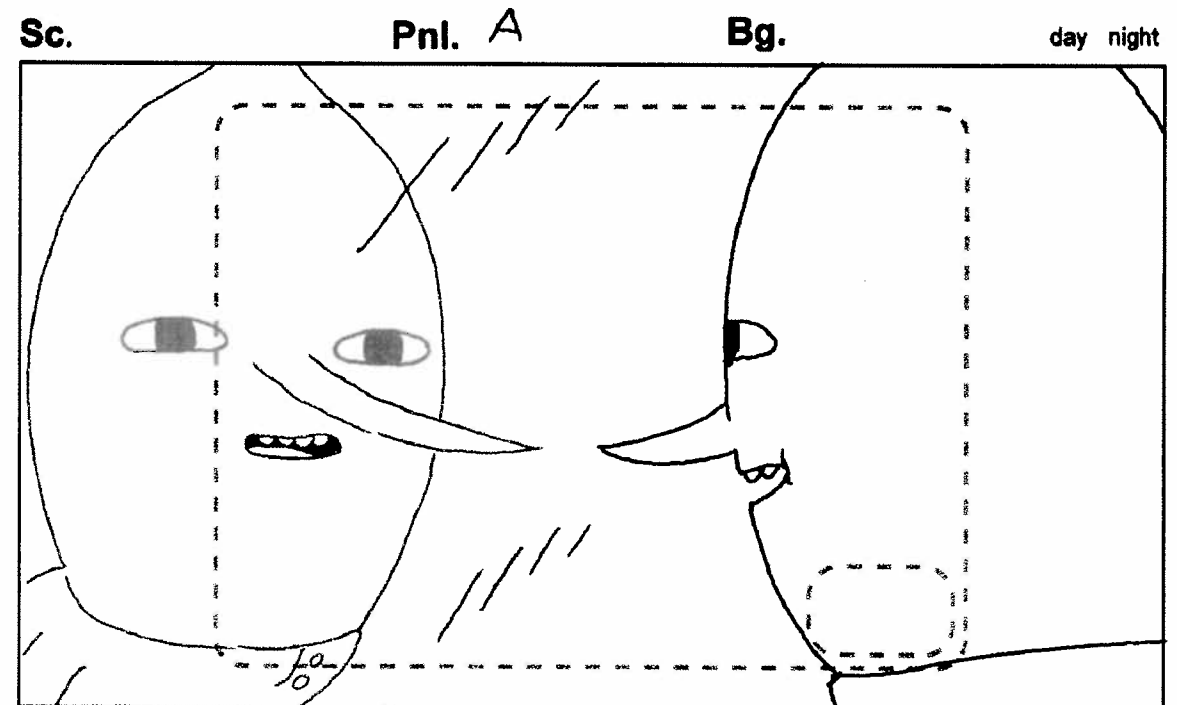
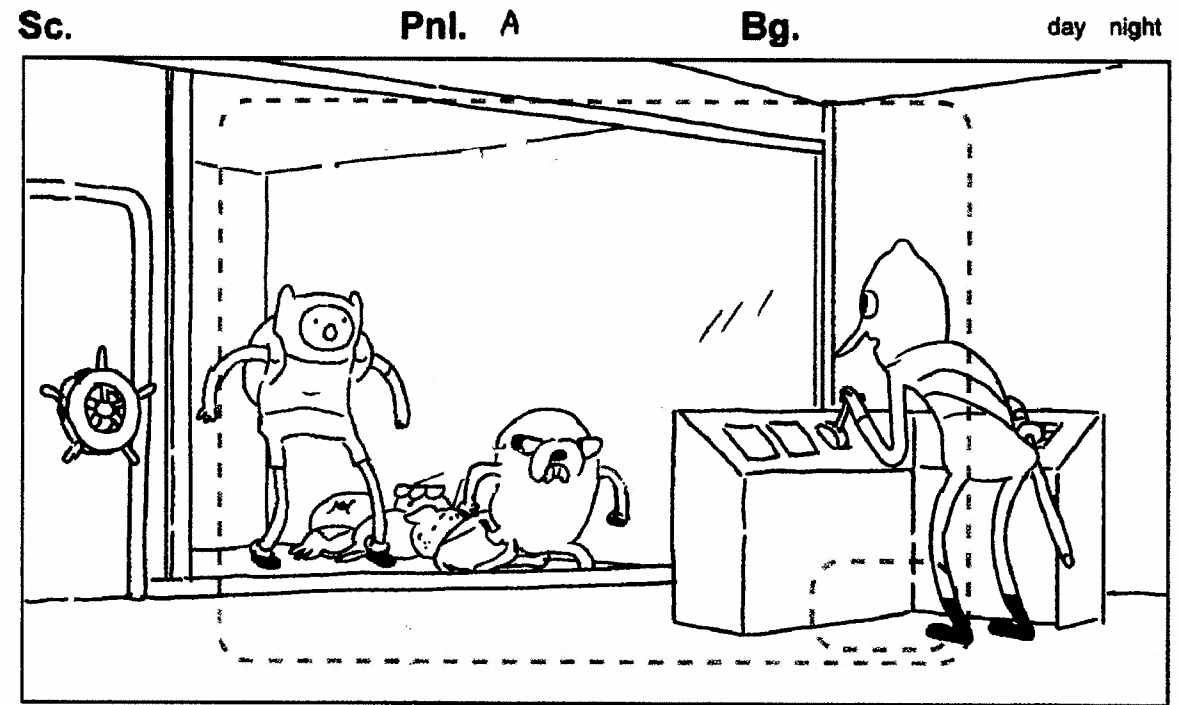
Sc. Pnl. Bg. day night

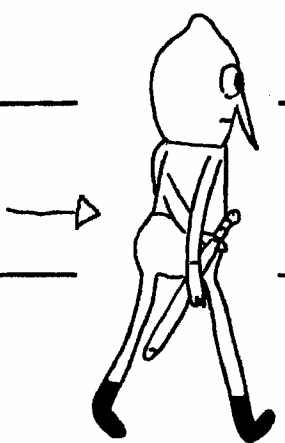
Dialog:
(LG) EHHNN! OHH!
Action:
Timing:

EPISODE # 100899  
Production :

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# ADVENTURE TIME



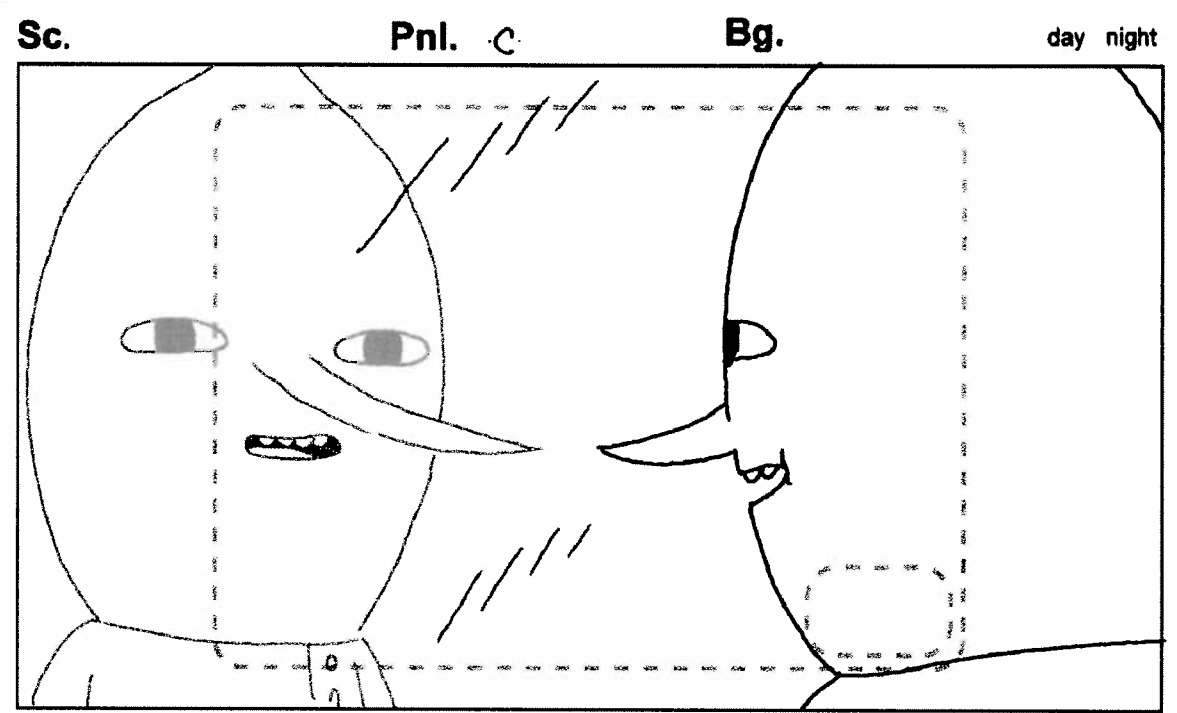
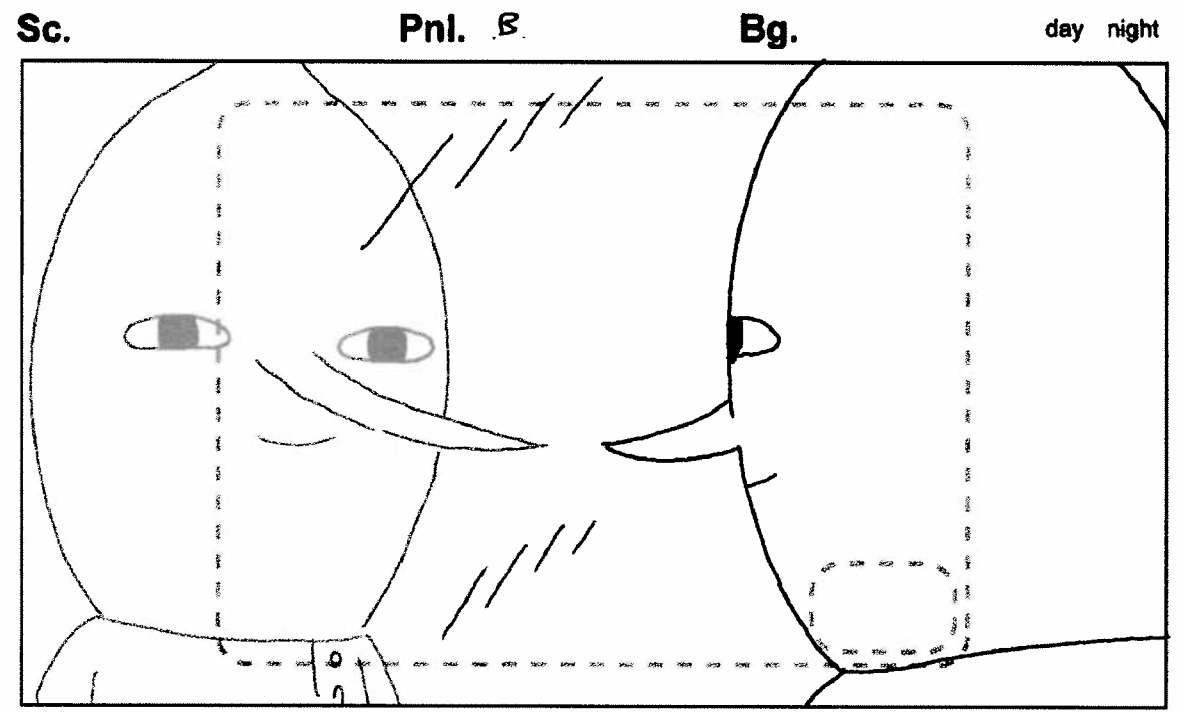
Dialog:	(LA) / PUP GANG GOT 4 UNITS...	(LA) / m-maybe.. maybe 10 units for trespassers. ehnn...
Action:		
Timing:		

EPISODE # 100899

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# ADVENTURE TIME



Dialog:	<p>(BLOMBO) / OHH GLOB (OS) NO!!</p> <p>(LG) / yeah, eh-mm- 10 units</p>
Action:	
Timing:	

EPISODE # 100899

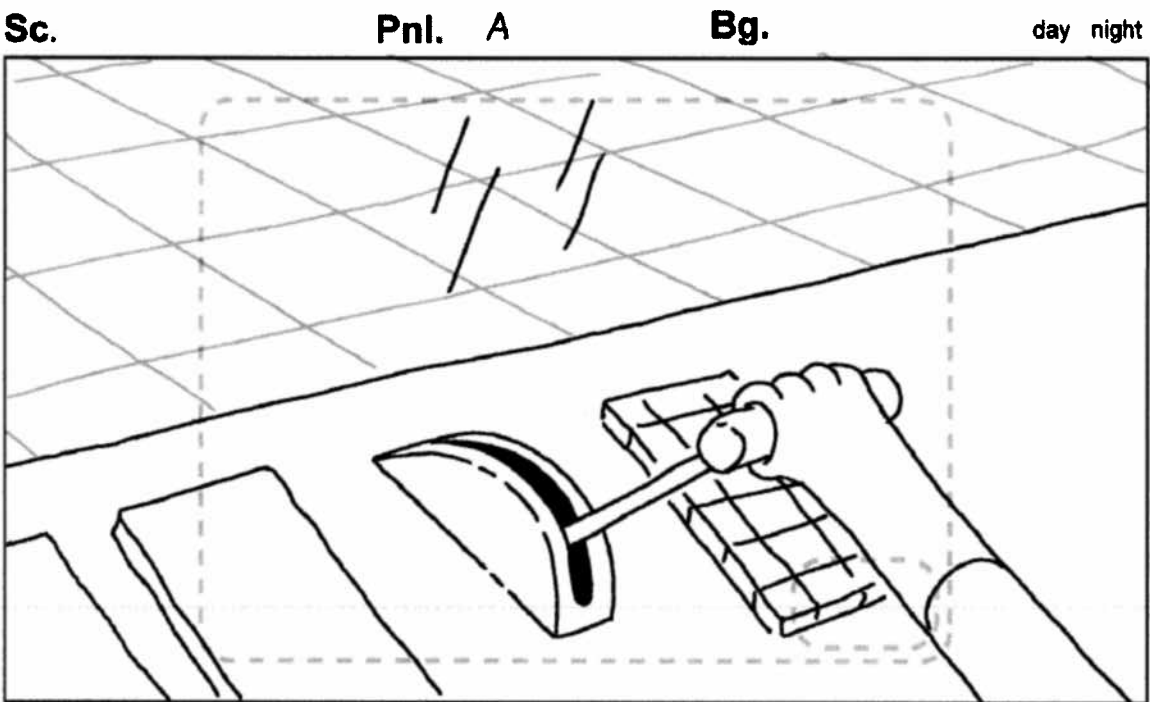
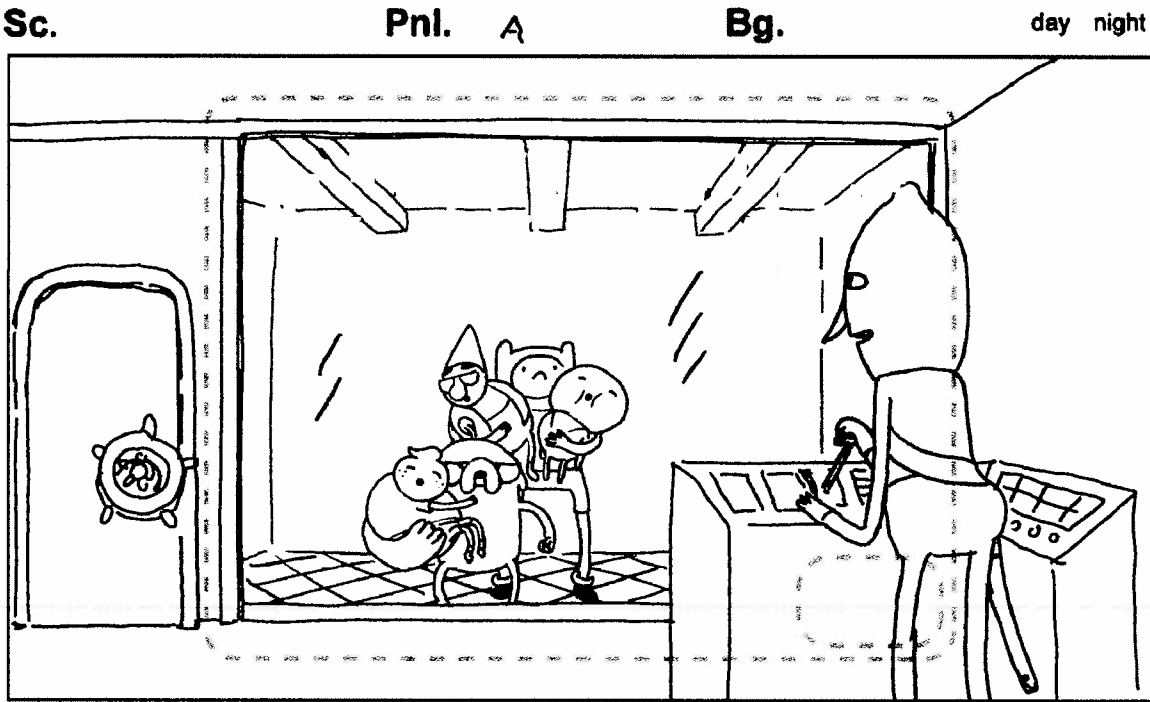
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# ADVENTURE TIME



Page 156 A



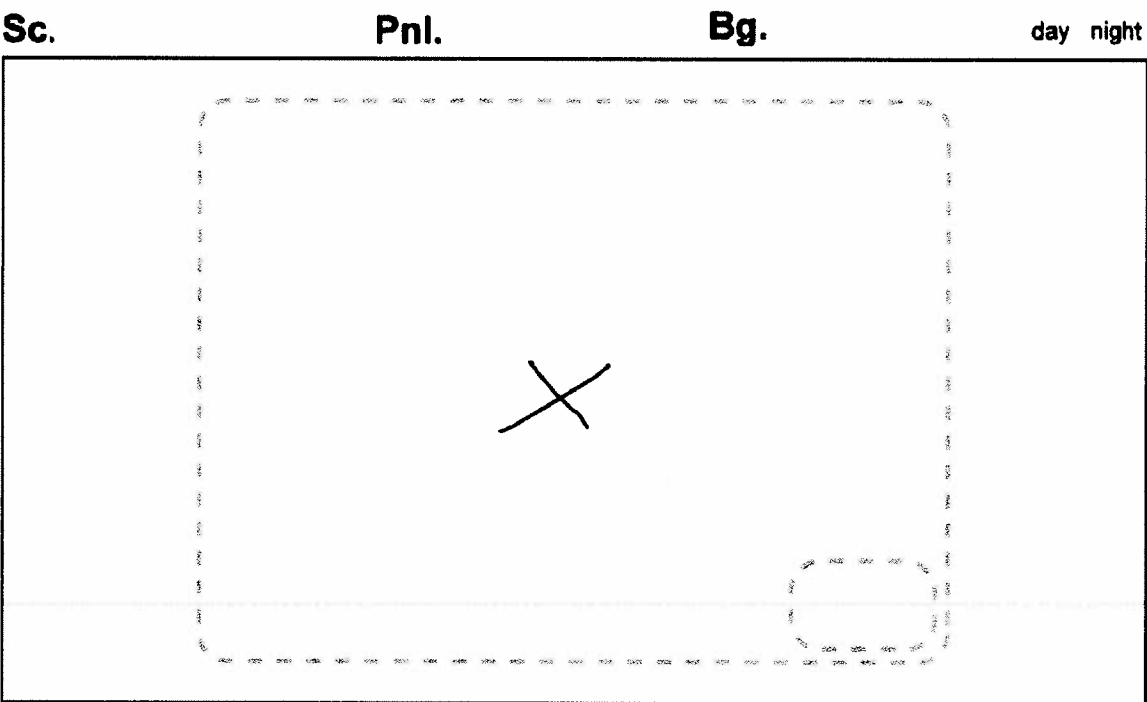
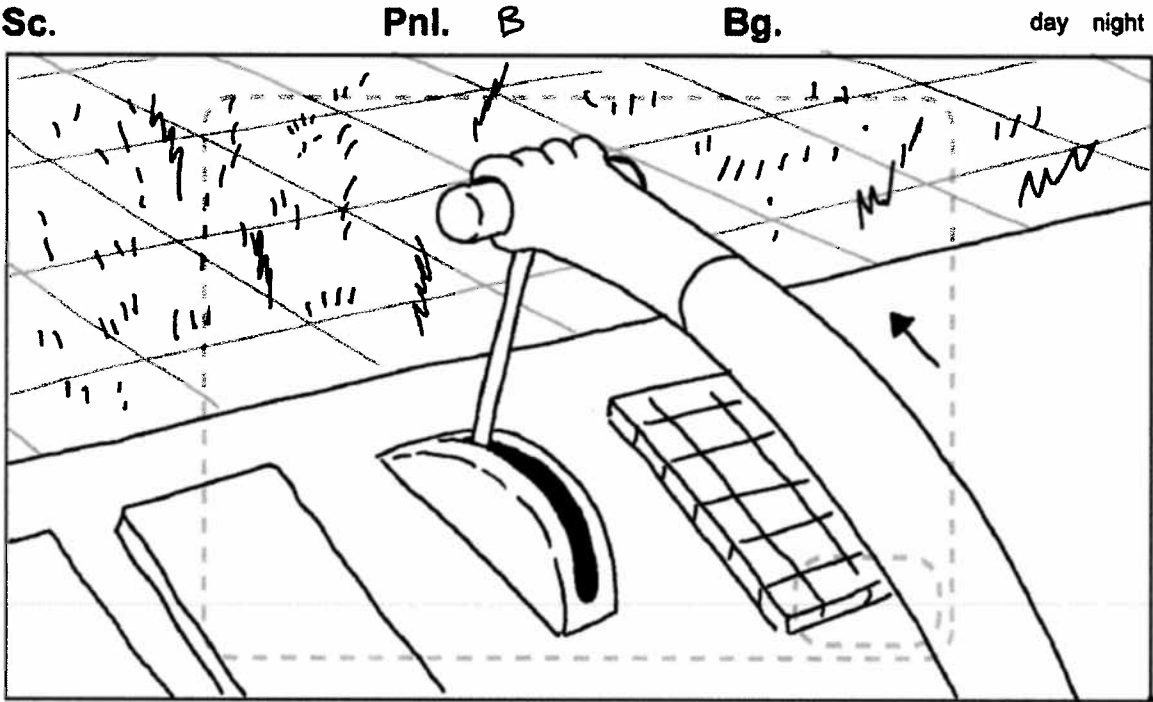
Dialog:
(LG:) 10 units.
Action:
Timing:

EPISODE # 100899

Production :

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ADVENTURE TIME

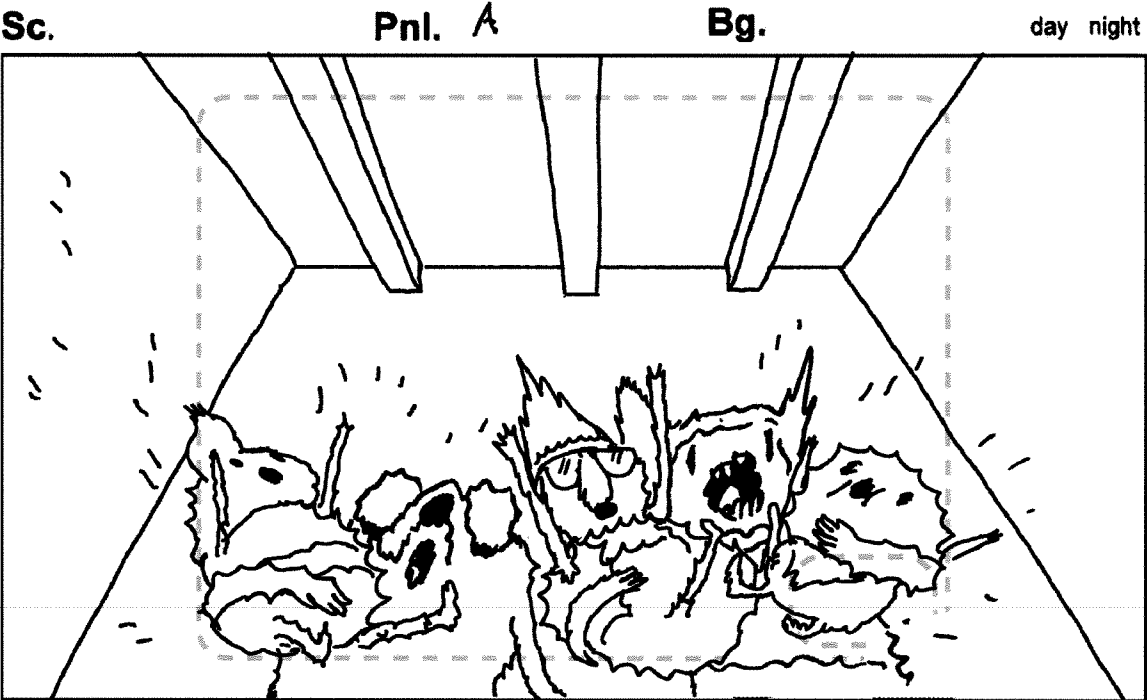
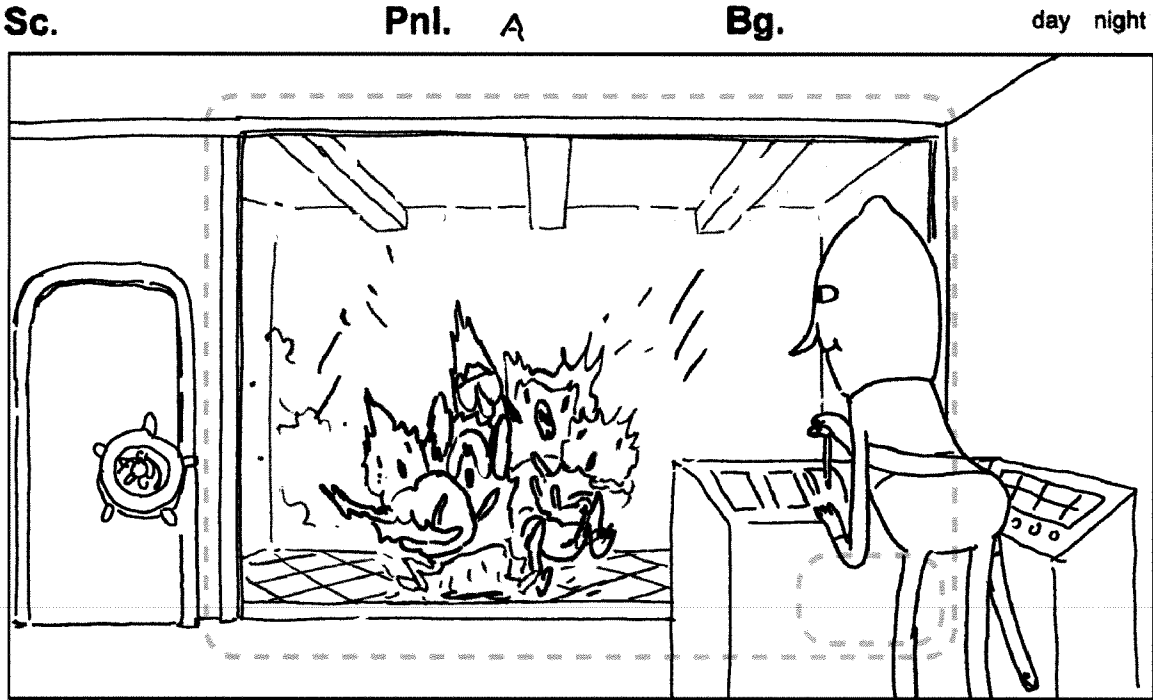


Dialog:	SFX: 2222APPP (ALT) (O.S.) screaming
Action:	
Timing:	

EPISODE# 100899

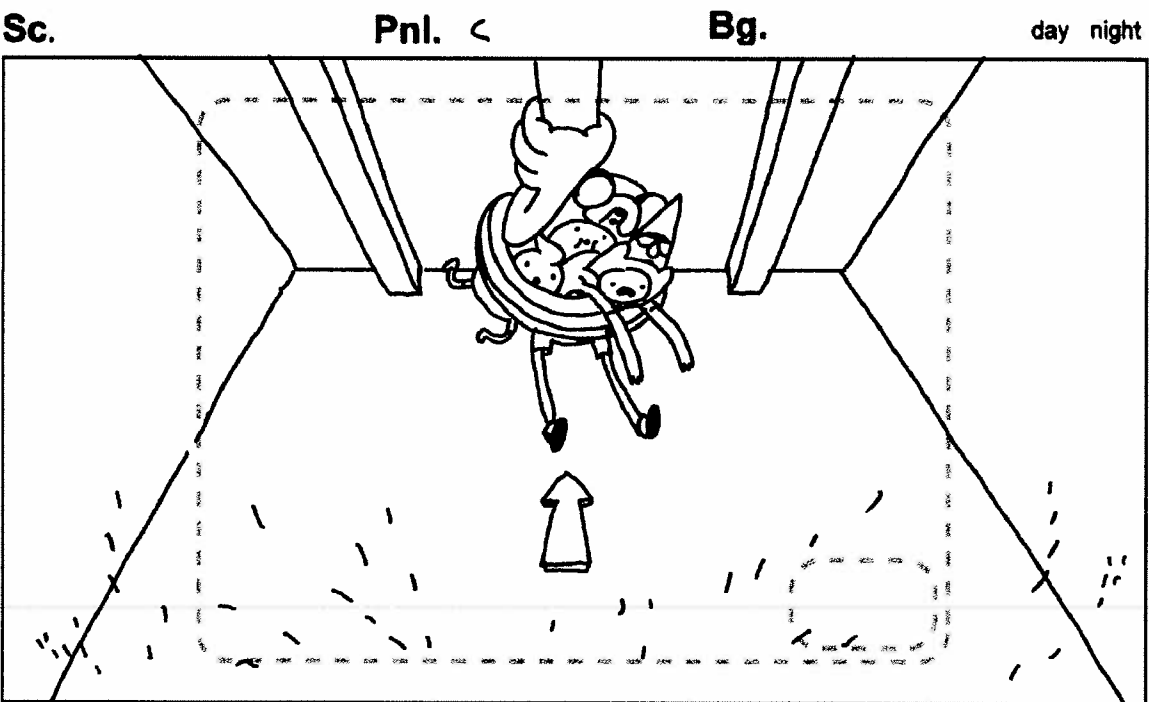
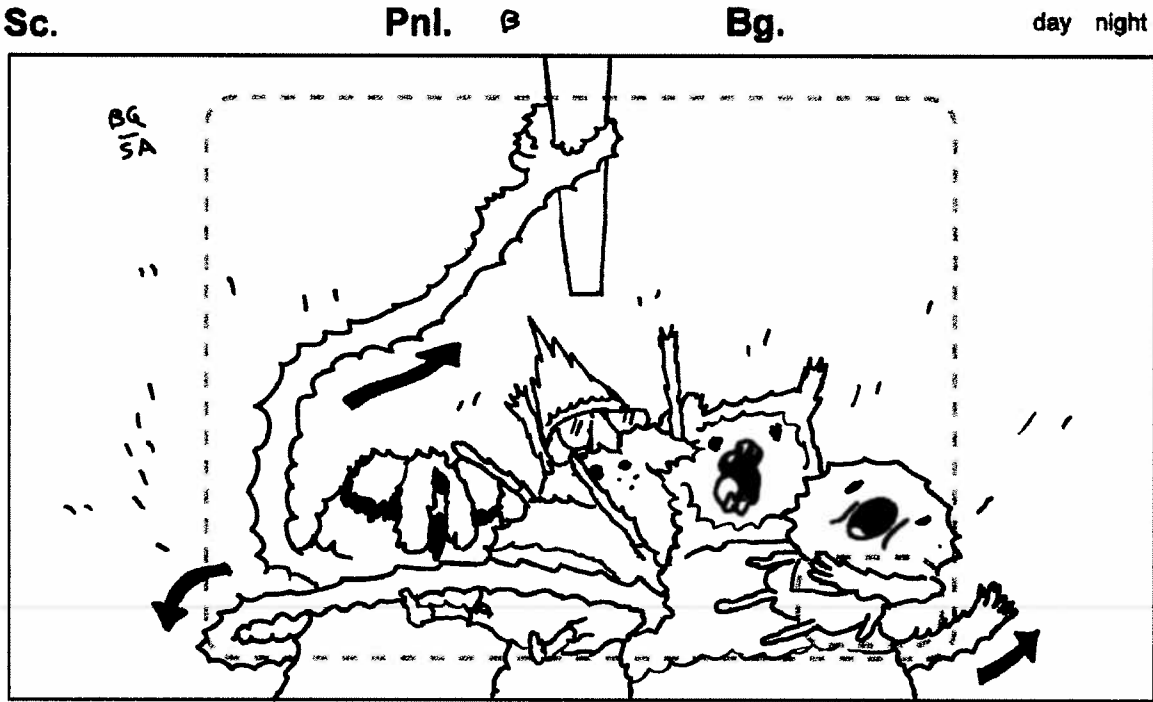
Production :

# ADVENTURE TIME



Dialog:
(ALL:) *scream!*
Action:
Timing:

ADVENTURE TIME



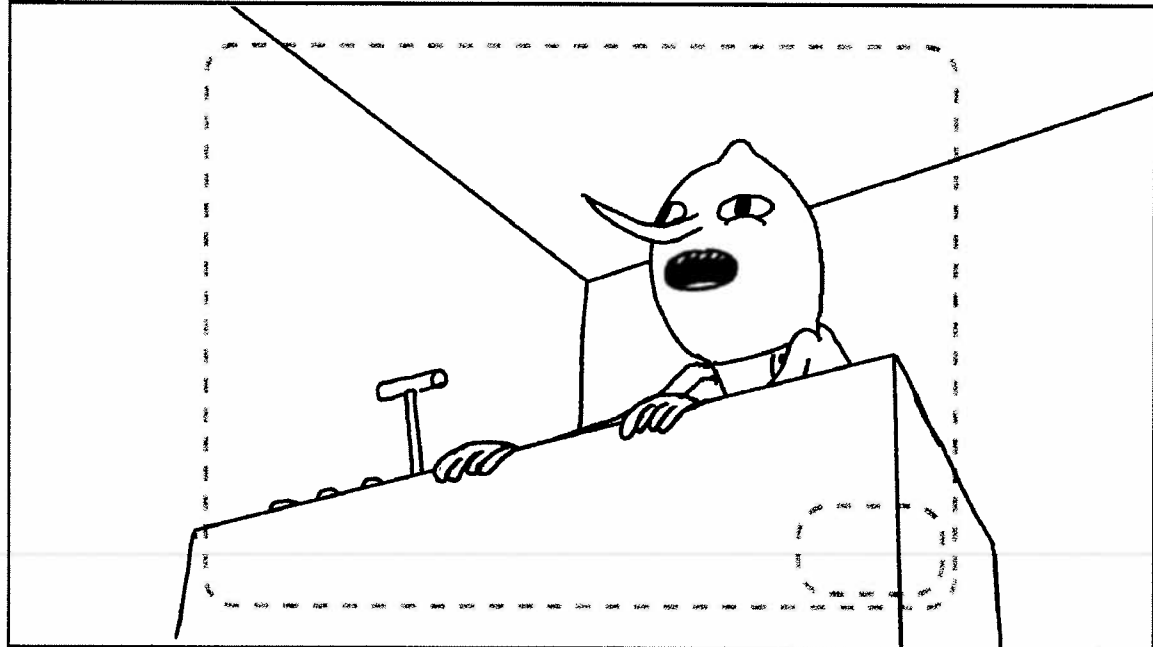
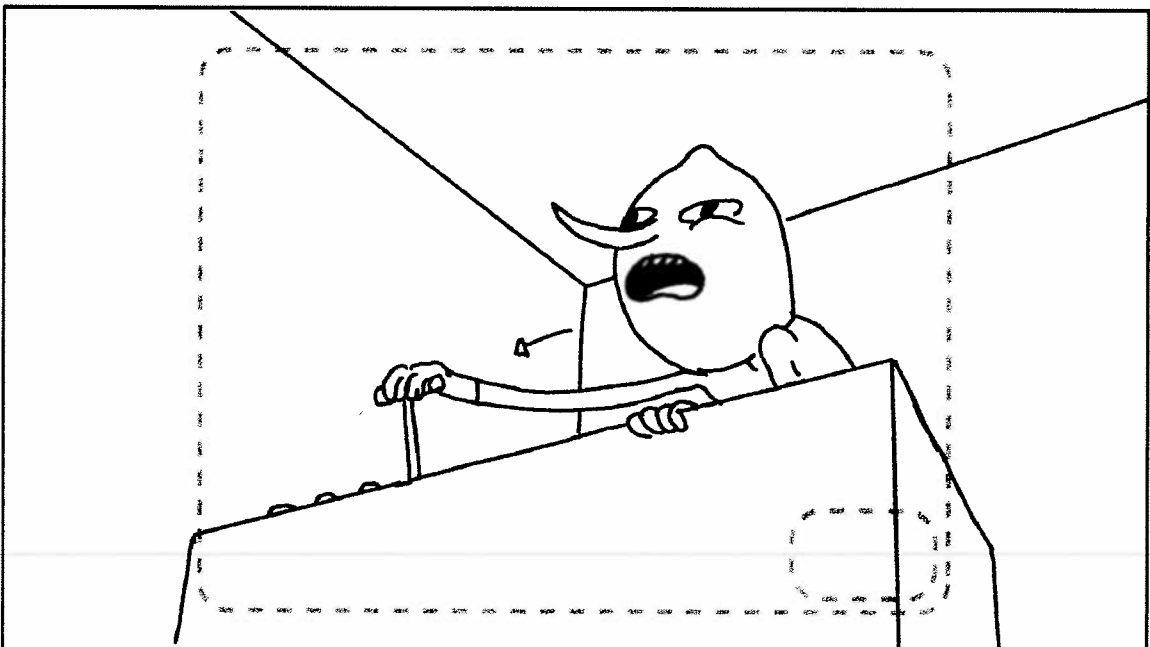
Dialog:	(WALLA CONT.)	(EVERYONE) / (RELIEF WALLA)
Action:	<ul style="list-style-type: none"><li>• JAKE'S LEFT ARM LOOPS AROUND EVERYONE,</li><li>• JAKE'S RIGHT ARM GRASPS BEAM</li></ul>	
Timing:		



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# ADVENTURE TIME



Sc.	Pnl. A	Bg.	day night	Sc.	Pnl. B	Bg.	day night	
								

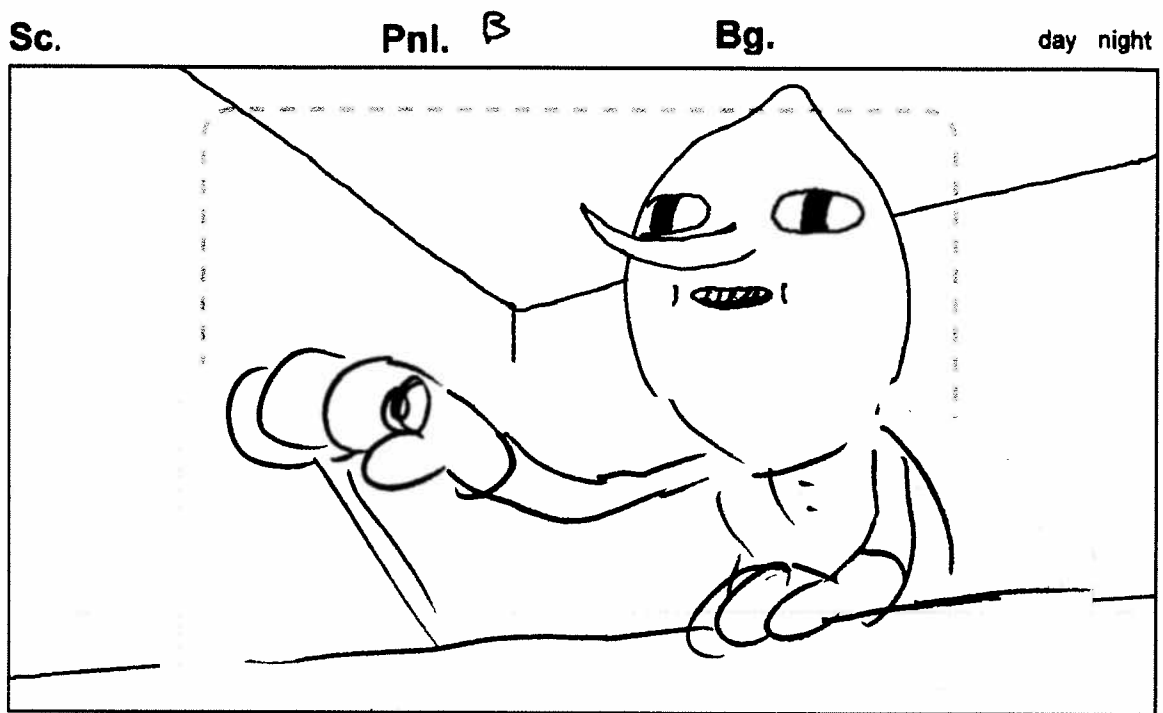
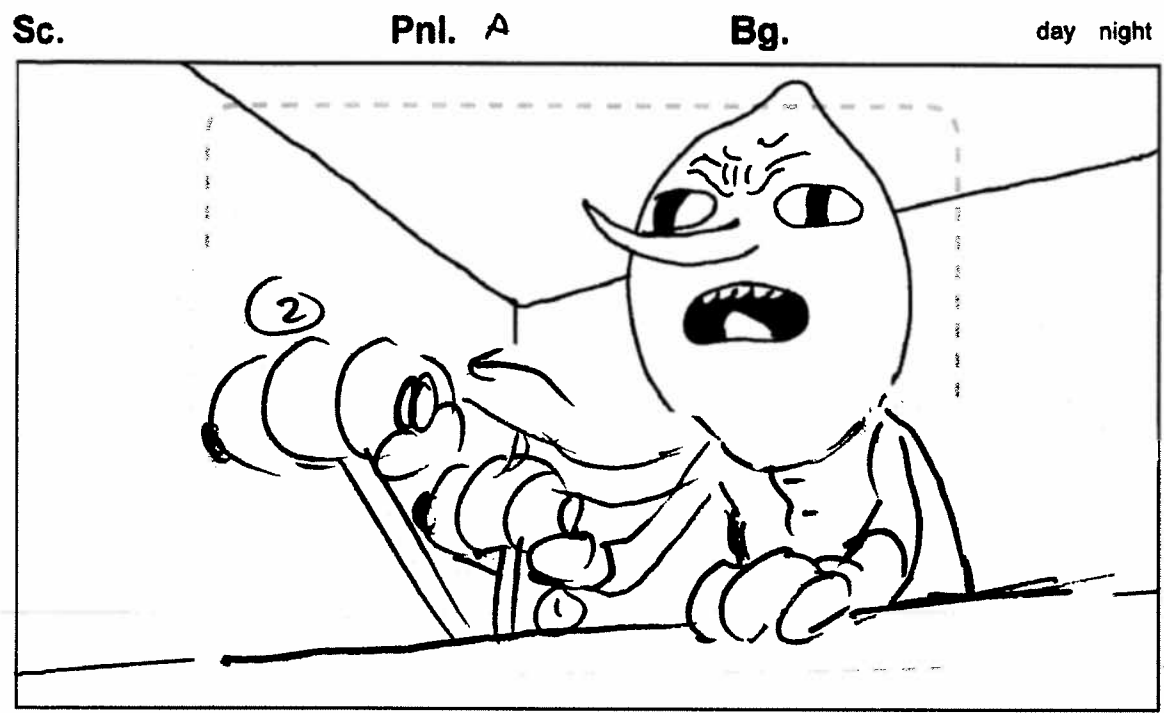
Dialog:	(LG) / YOU GOT TRICKS , HUH ?	(L) / GOTTA FALL DOWN SOMETIME AND WHEN YOU DO -
Action:		
Timing:		

EPISODE# 100899

Production :

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# ADVENTURE TIME

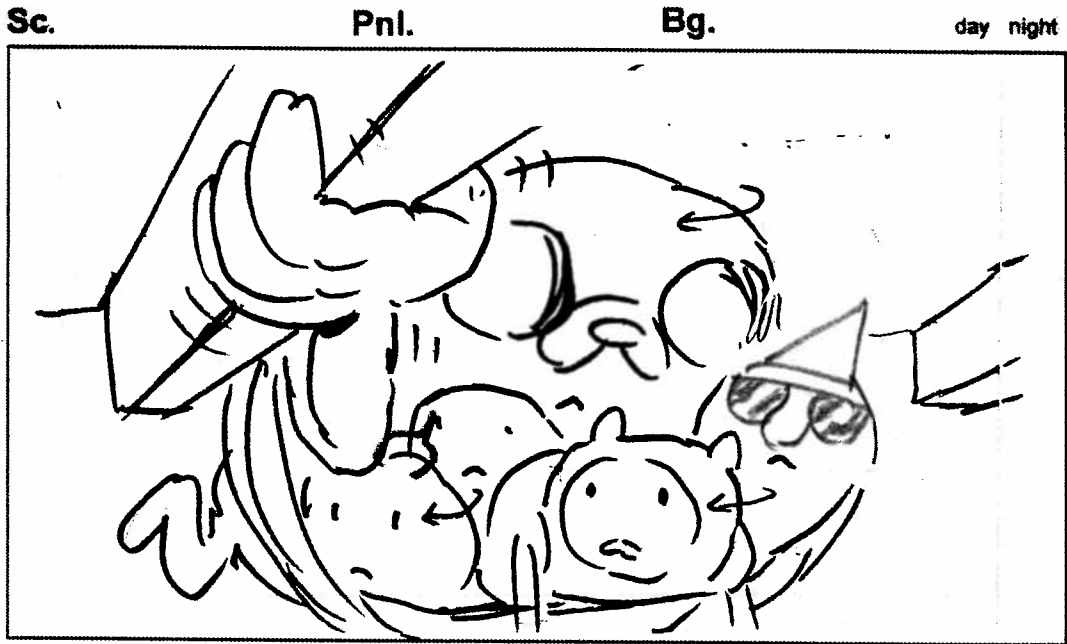
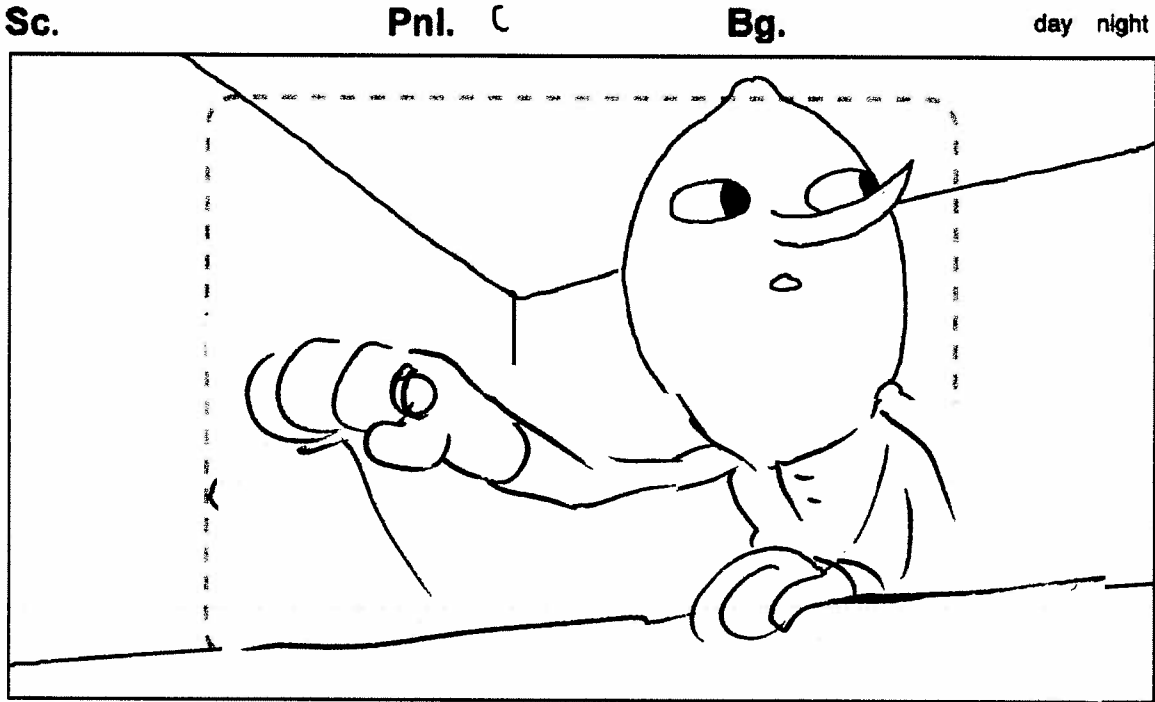


Dialog:	(L:)/ 12 units !	BLOMBO OS. / OH MAN !!
Action:		
Timing:		

EPISODE # 100899

Production :

ADVENTURE TIME



Dialog:

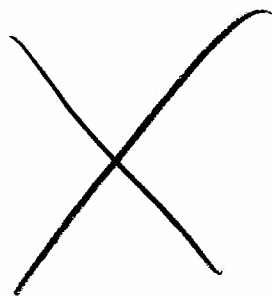
(PB) LEMONGRAB  
STOP!

(L:) ehn?

Action:

F+J+ PUPS TURN  
TOGETHER

Timing:

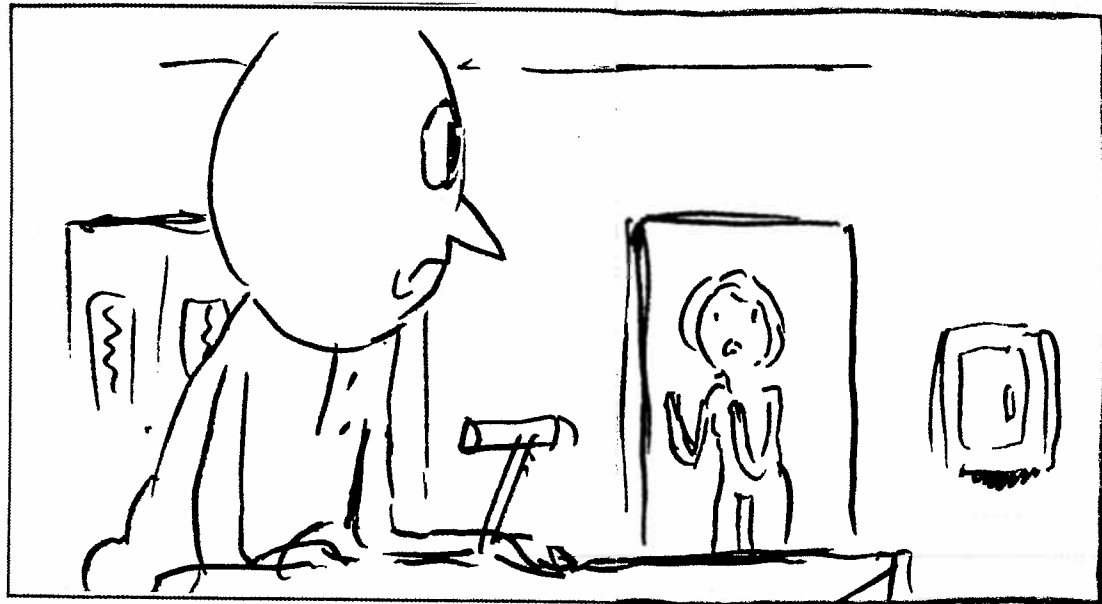


# ADVENTURE TIME

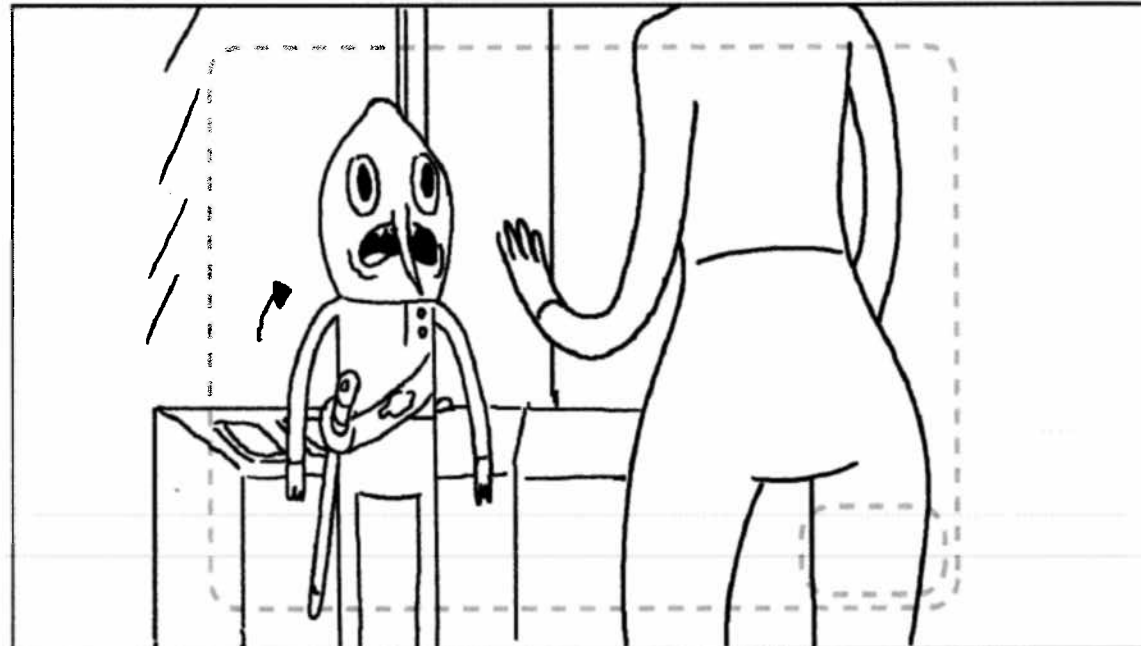


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Sc. Pnl. A Bg. day night



Sc. Pnl. A Bg. day night



Dialog:

(PB) / PLEASE! ... EARL, I CAN  
HELP YOU ...

(LG) / NO! NO! MMM NO!  
NO MORE "HELPING",!

Action:

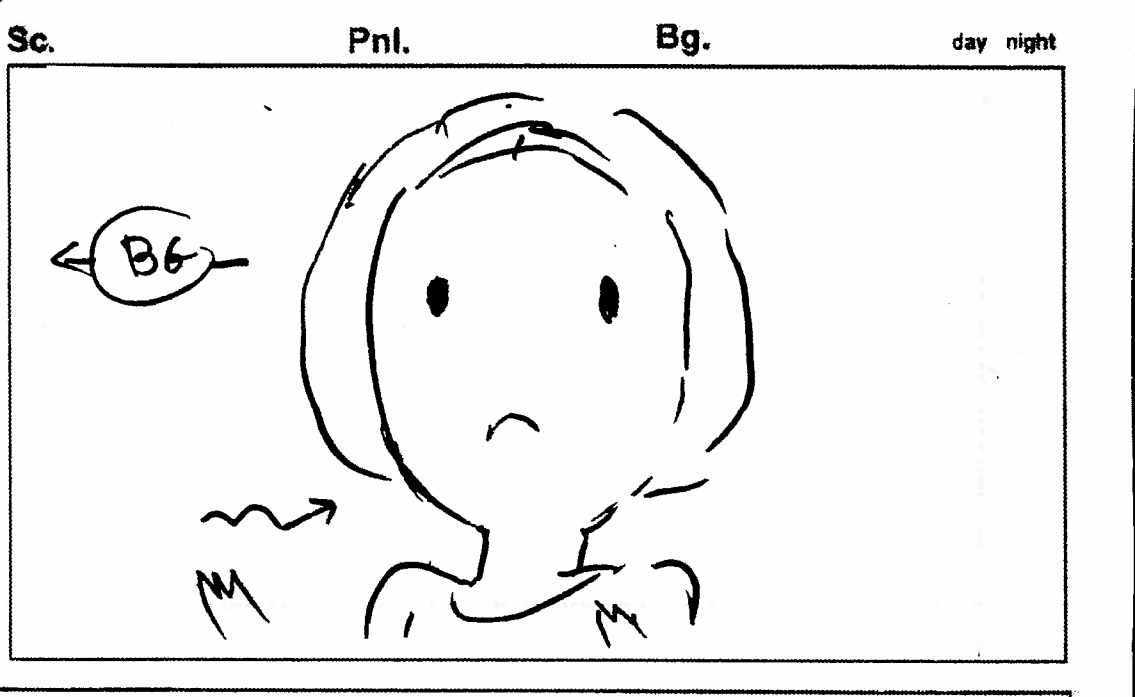
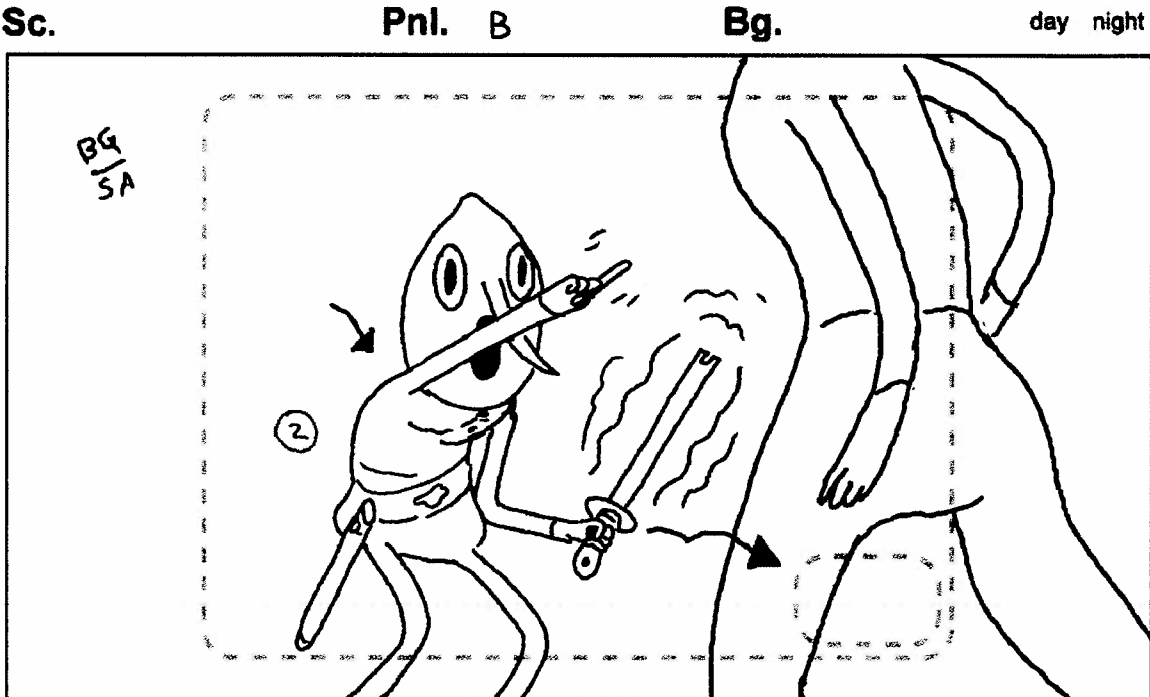
Timing:

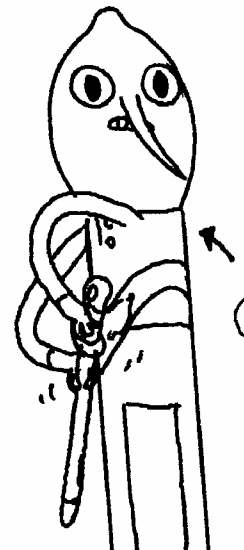
EPISODE # 100899

Production :

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# ADVENTURE TIME



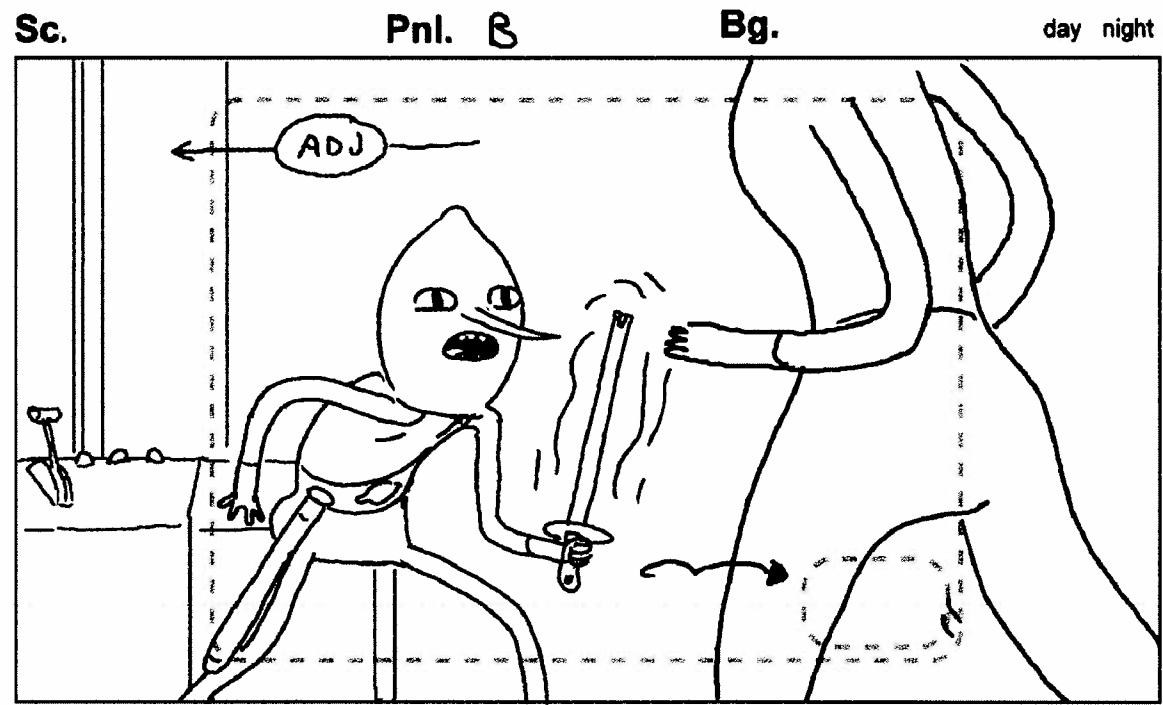
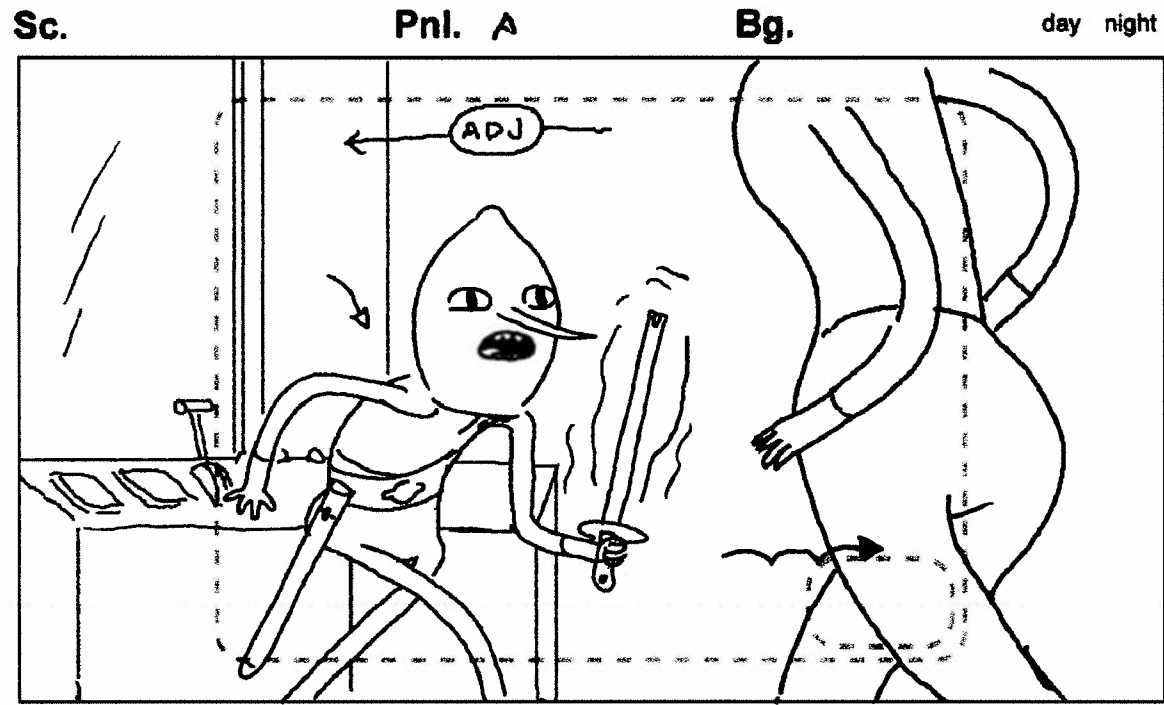
Dialog:		<p>LG You're the one who made me this way -</p>	<p>CG OS. / How CAN <u>YOU</u> HELP?!</p>
Action:			
Timing:			

EPISODE # 100899

Production :

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# ADVENTURE TIME



Dialog:	(LG) / You unload your punkest boys on me -	(LG) / You try to change my ways -
Action:		
Timing:		

EPISODE # 100899

Production :

ADVENTURE TIME

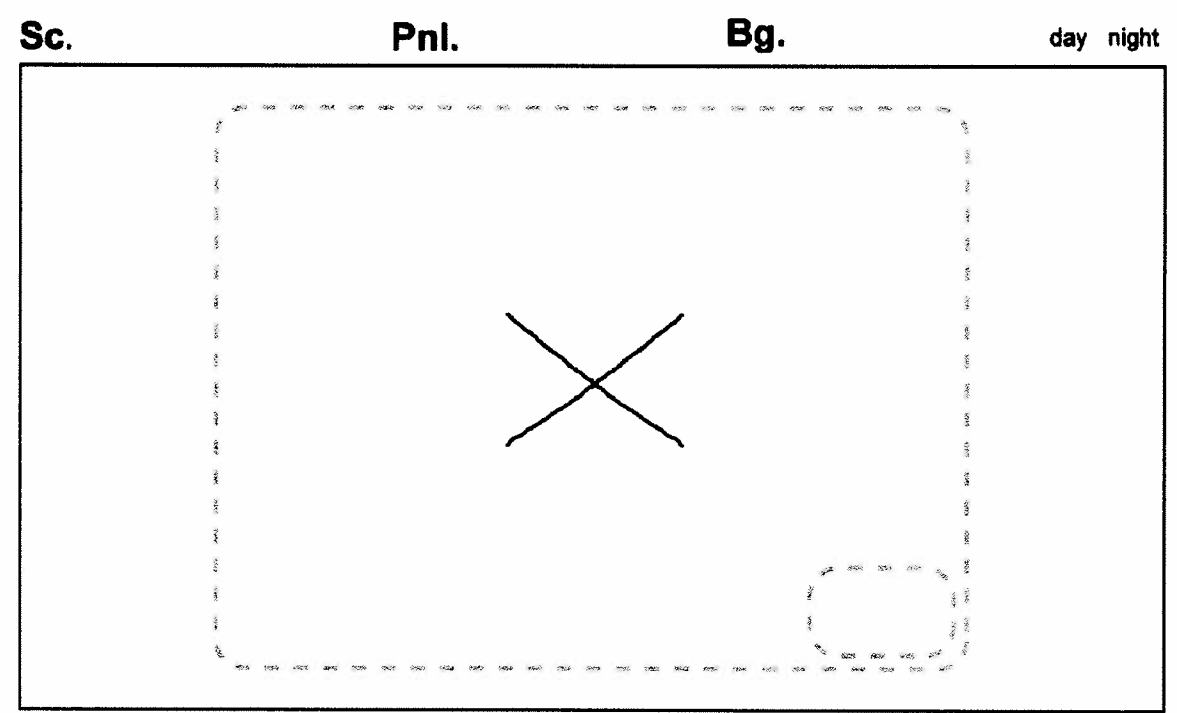
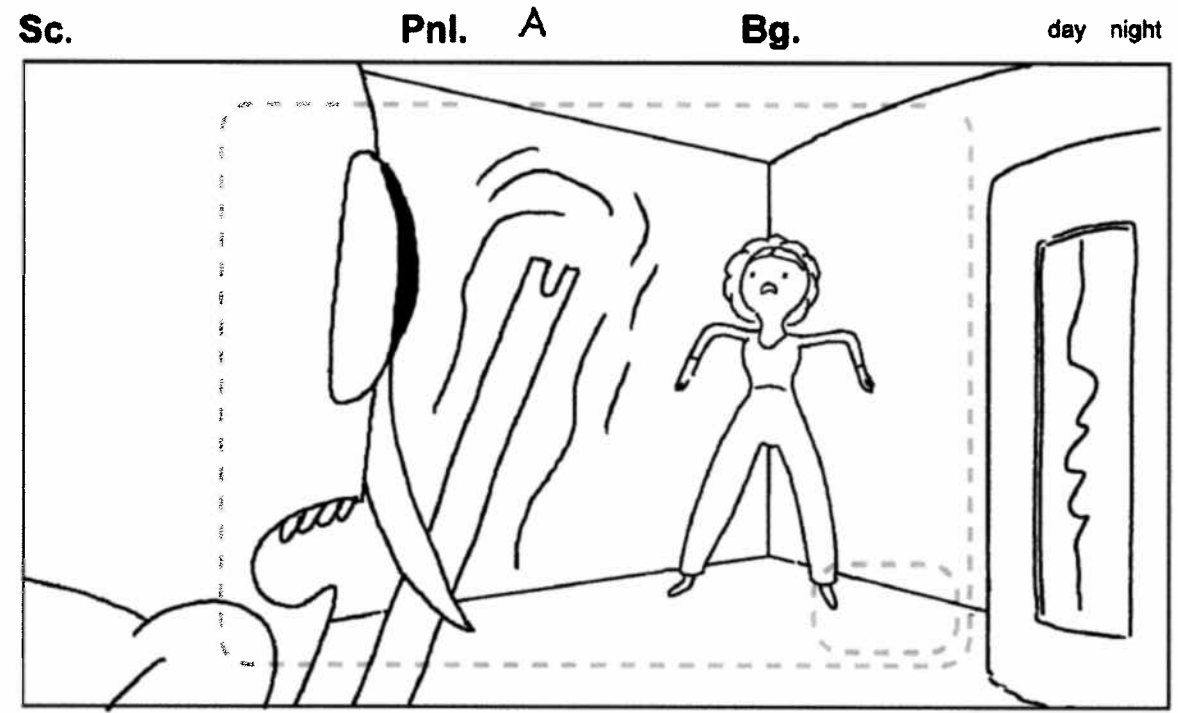
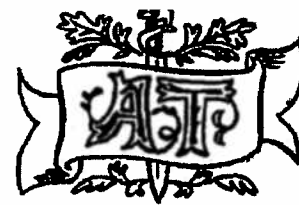


Sc.	Pnl. C	Bg.	day night	Sc.	Pnl. D	Bg.	day night	

Dialog:	(LG) Yeh POISON! (AS IN "YOU'RE POISON")	(LG) Yeh POISON! Yeh POISON!
Action:	(L.G. SHUFFLES QUICKLY/WEIRDLY)	
Timing:		

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# ADVENTURE TIME



Dialog:	(L) You need Reconditioning!
Action:	
Timing:	

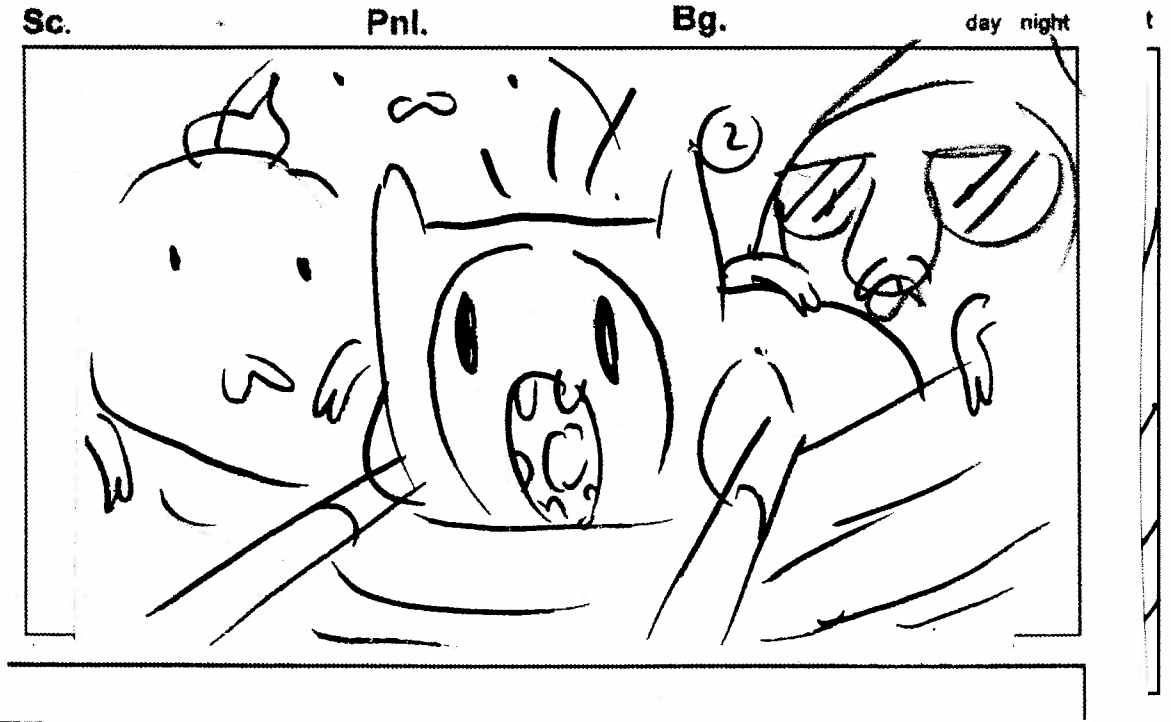
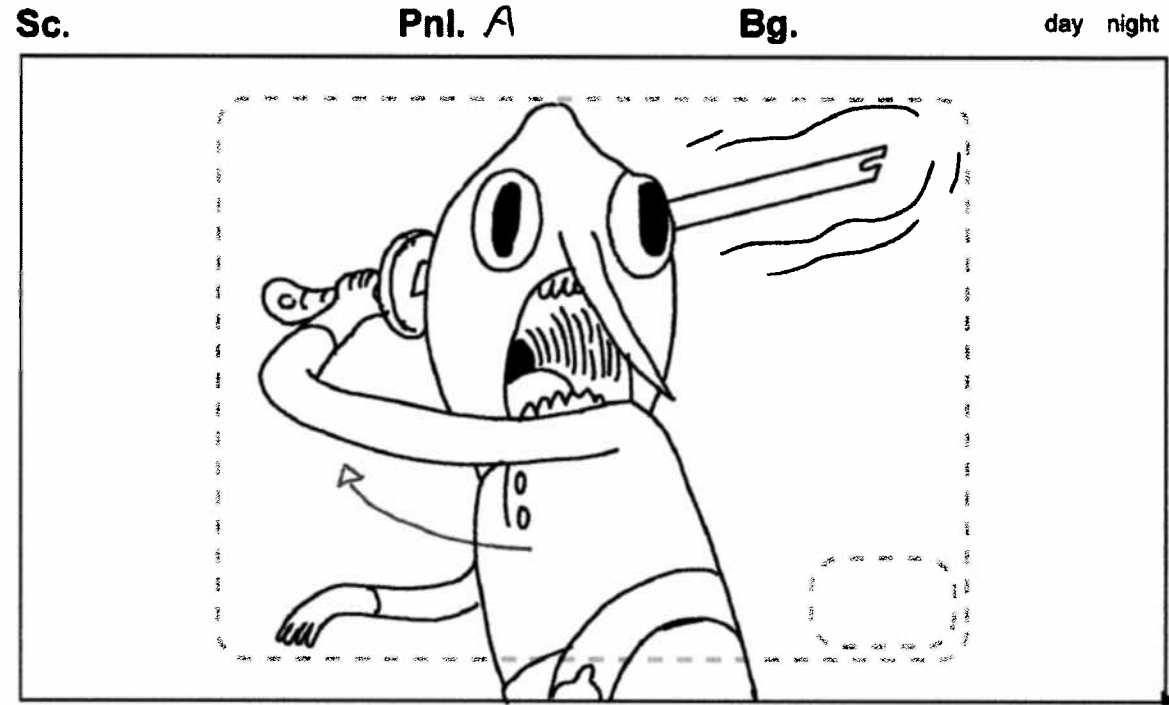
EPISODE # 100899

Production :



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# ADVENTURE TIME



Dialog:

(L) RECONDITION!

(F:) W. HOAH-HO!

Action:

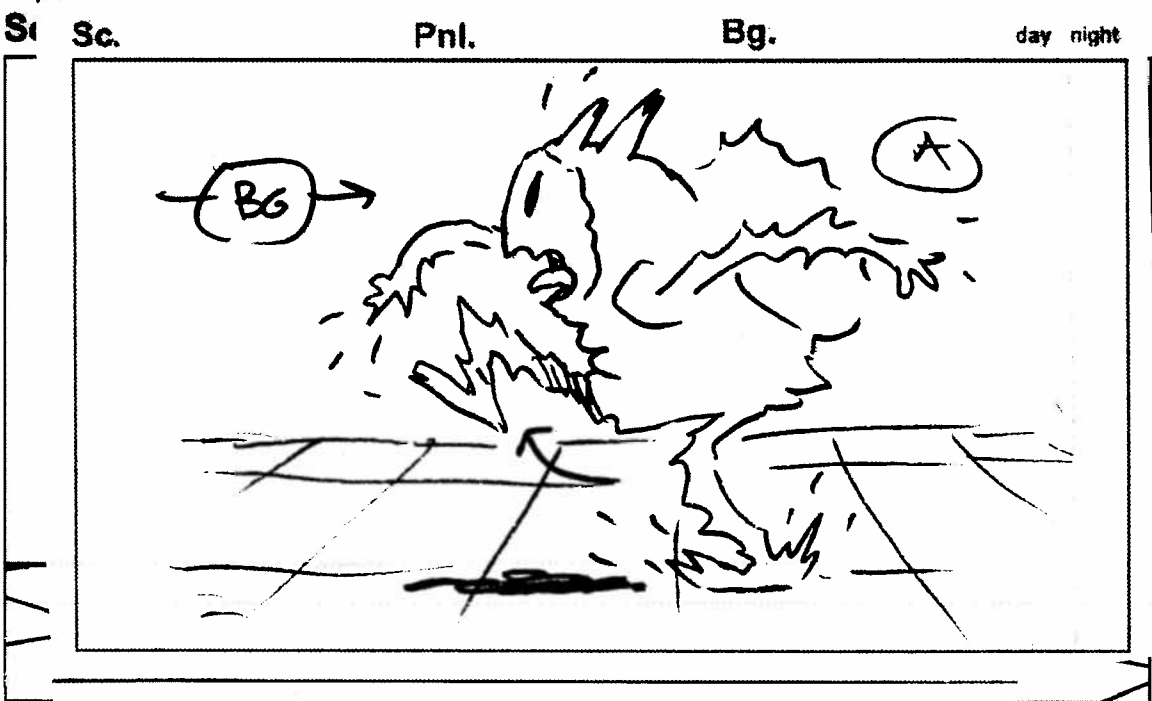
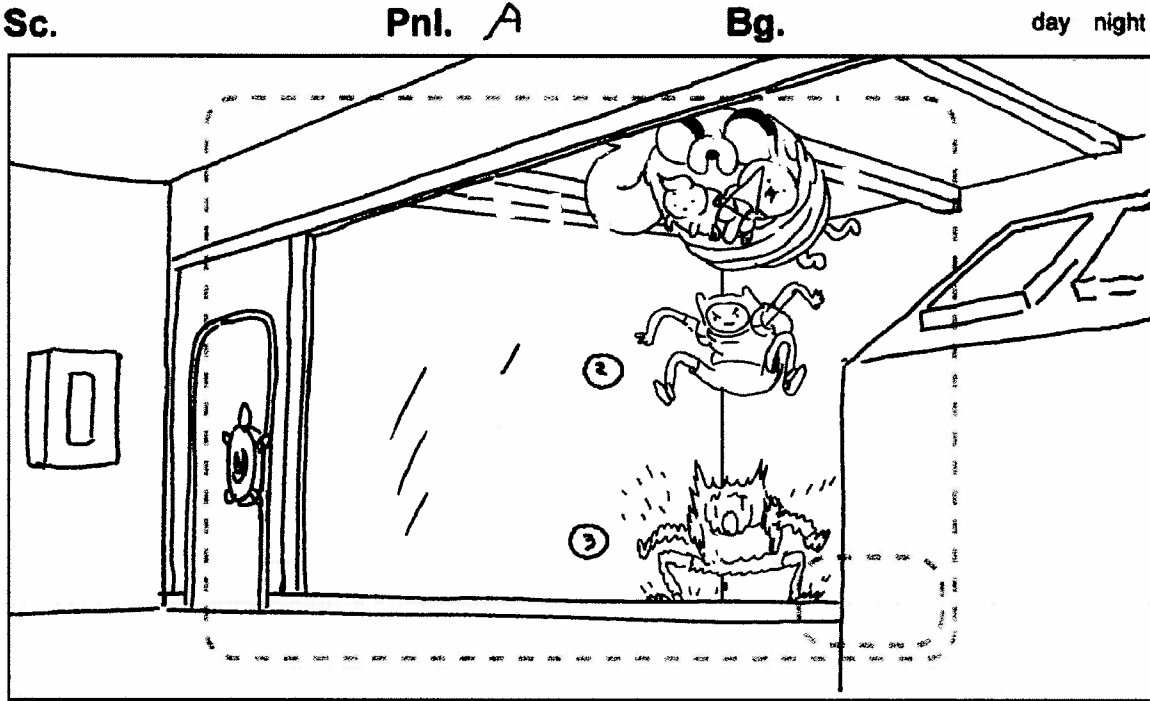
Timing:

①

EPISODE # 100899

Production :

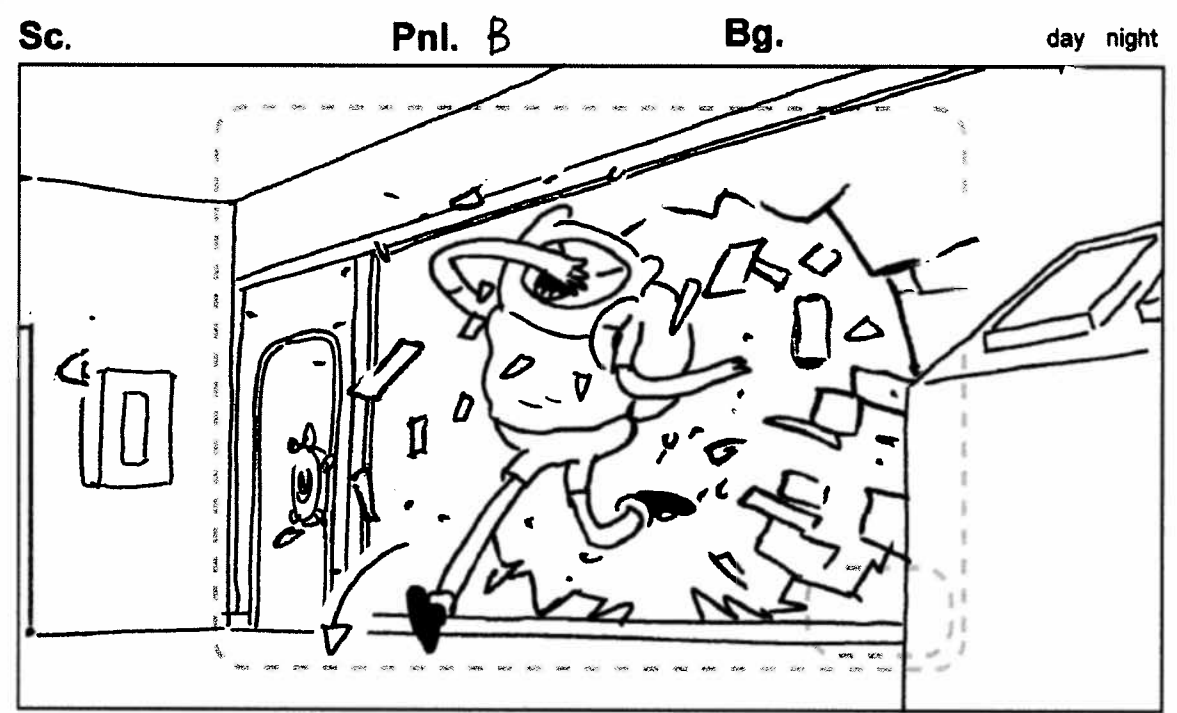
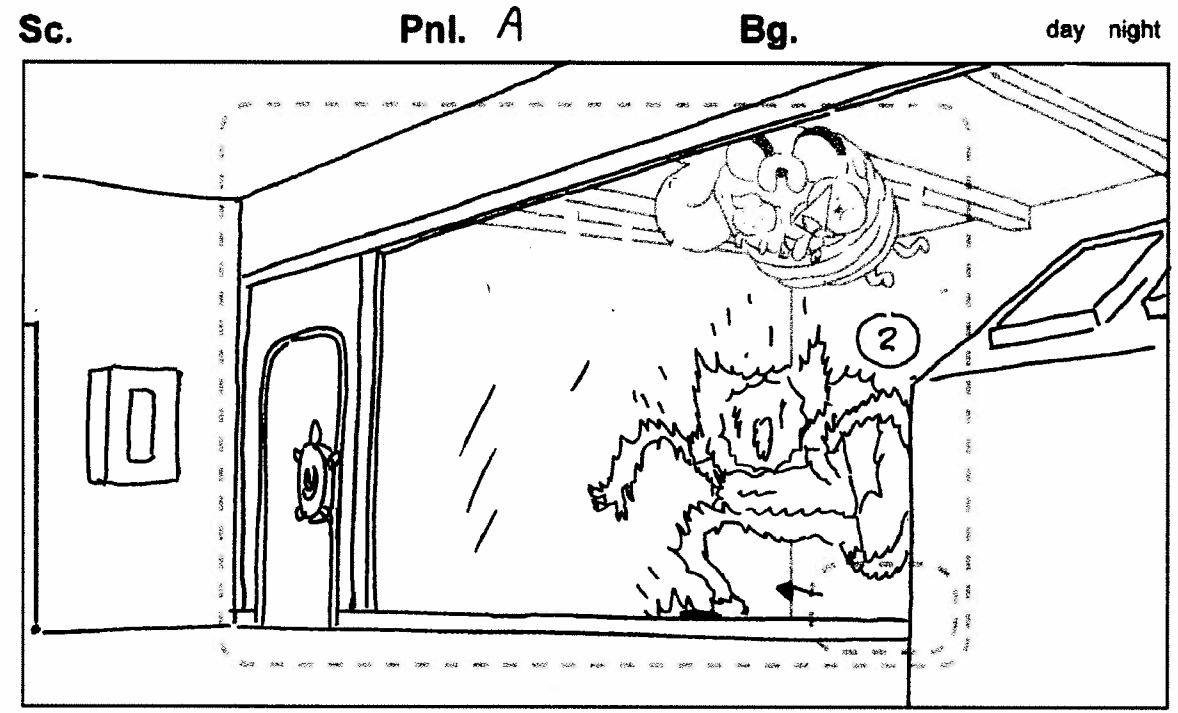
# ADVENTURE TIME



Dialog:	(F:) WHCHH!	(A) (B) (A) (B) (A)	F: < SCREAMING! >
Action:			
Timing:			

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# ADVENTURE TIME



Dialog:	(F:) screaming (muffled)
Action:	
Timing:	

EPISODE# 100899

Production :

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# ADVENTURE TIME



Sc. Pnl. C Bg. day night

Sc. Pnl. Bg. day night

Dialog:
Action:
Timing:

EPISODE # 100899

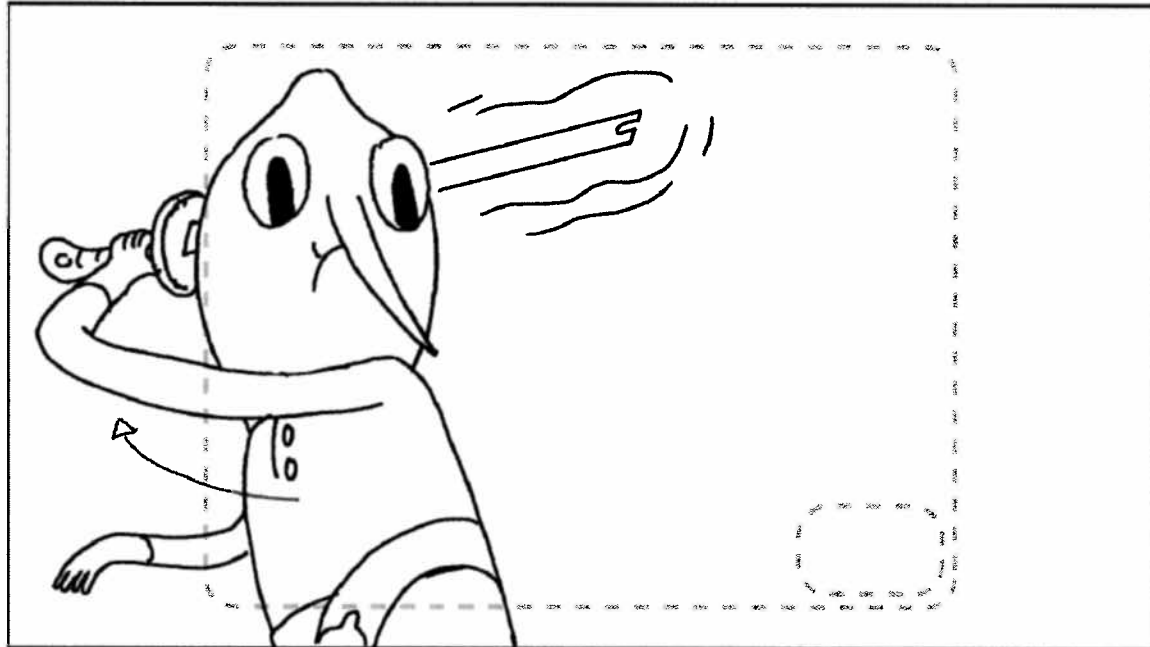
Production :

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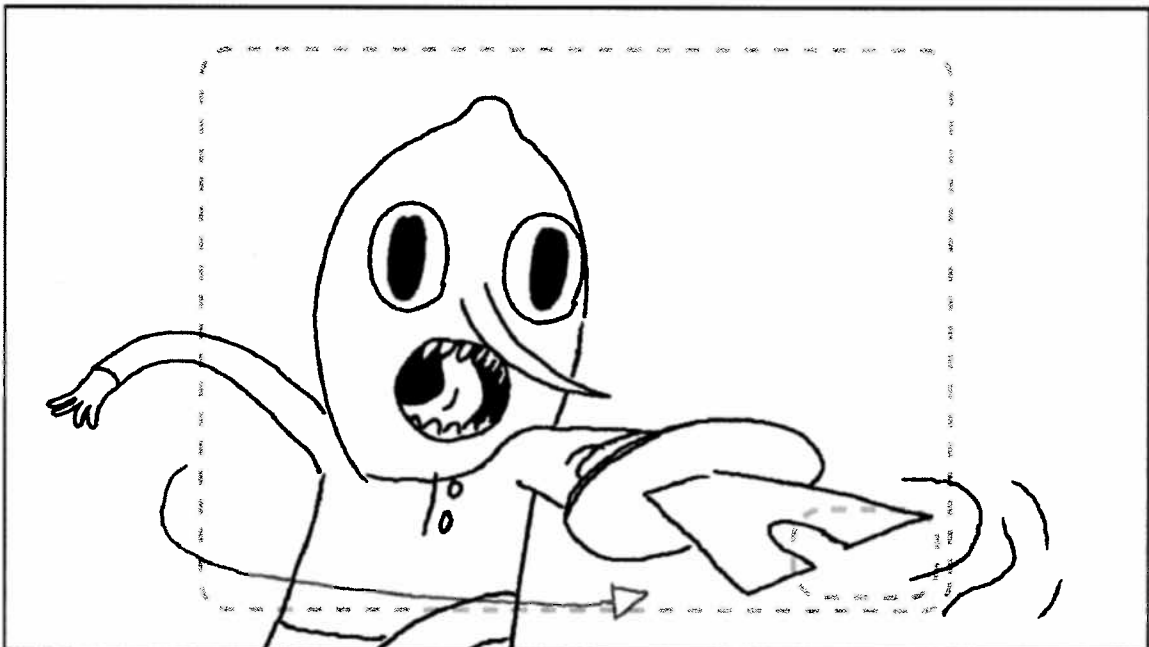
ADVENTURE TIME



Sc. Pnl. A Bg. day night



Sc. Pnl. B Bg. day night



Dialog:
(LG) EHHH NNNNH.!!!
Action:
Timing:

EPISODE # 100899  
Production :

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# ADVENTURE TIME



Sc. Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

Dialog:

(E) SLO-MO OOOOHHHWW  
WAAH (F) WAAHHH

Action:

SLO-MO

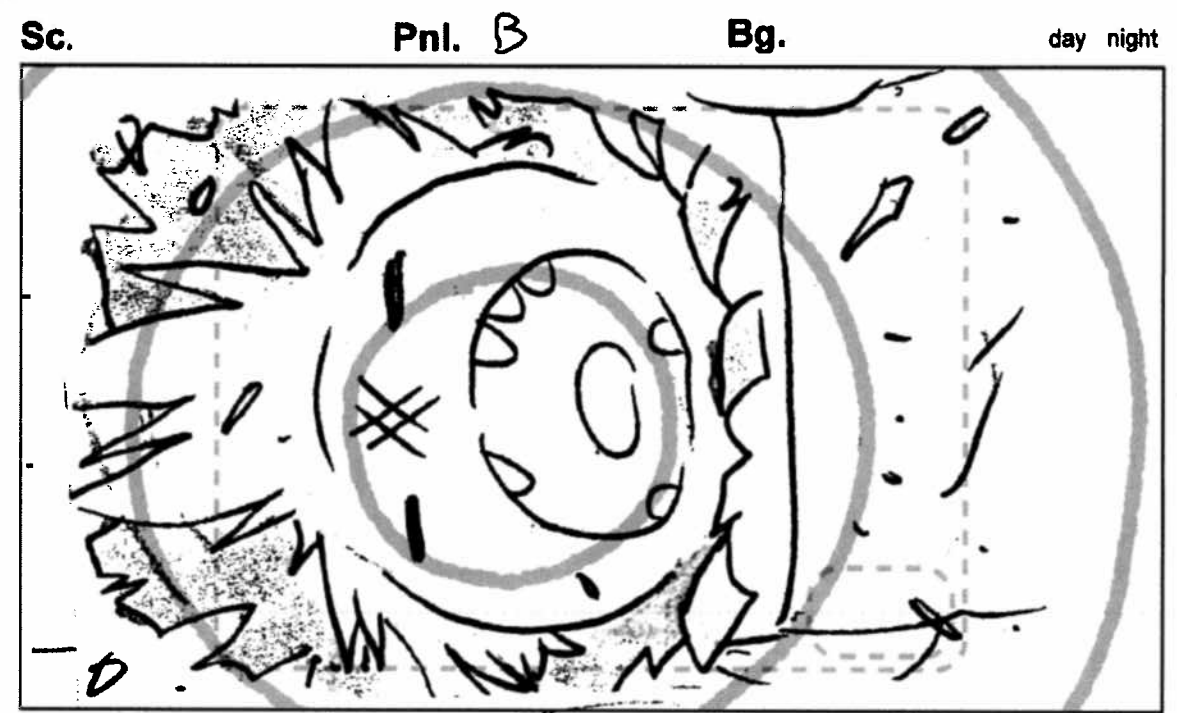
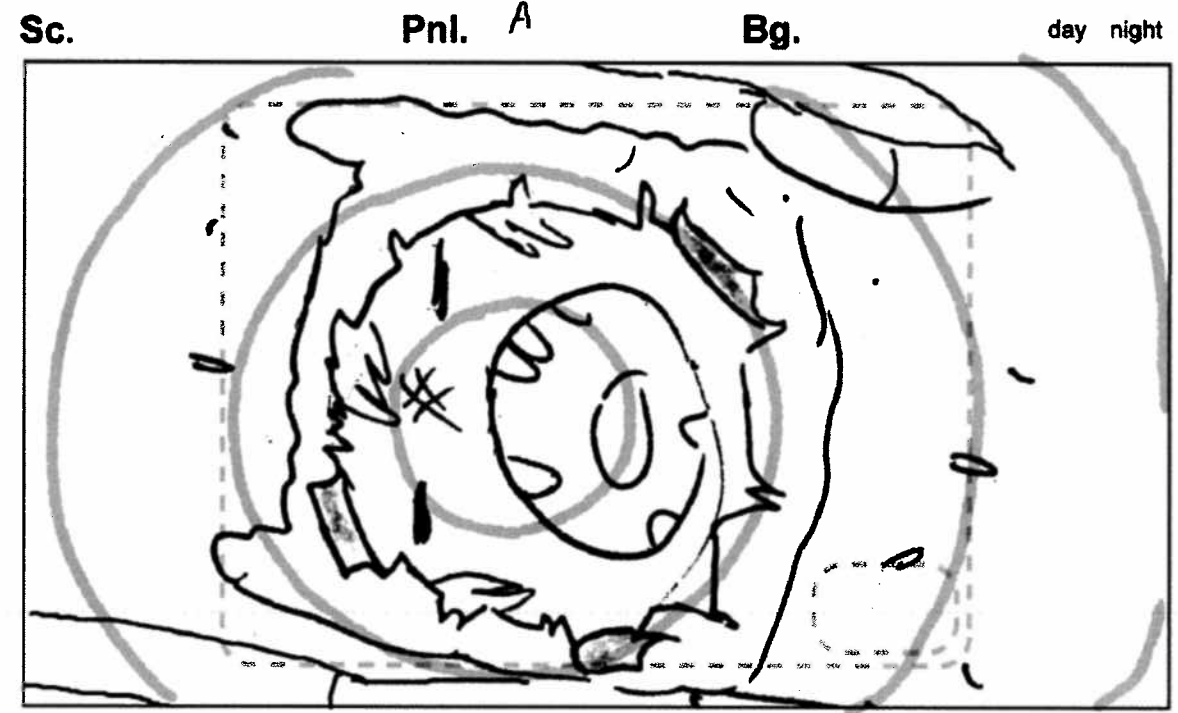
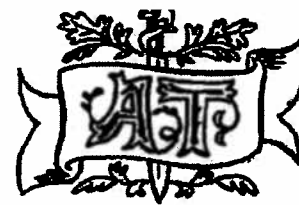
Timing:

EPISODE # 100899

Production :

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# ADVENTURE TIME



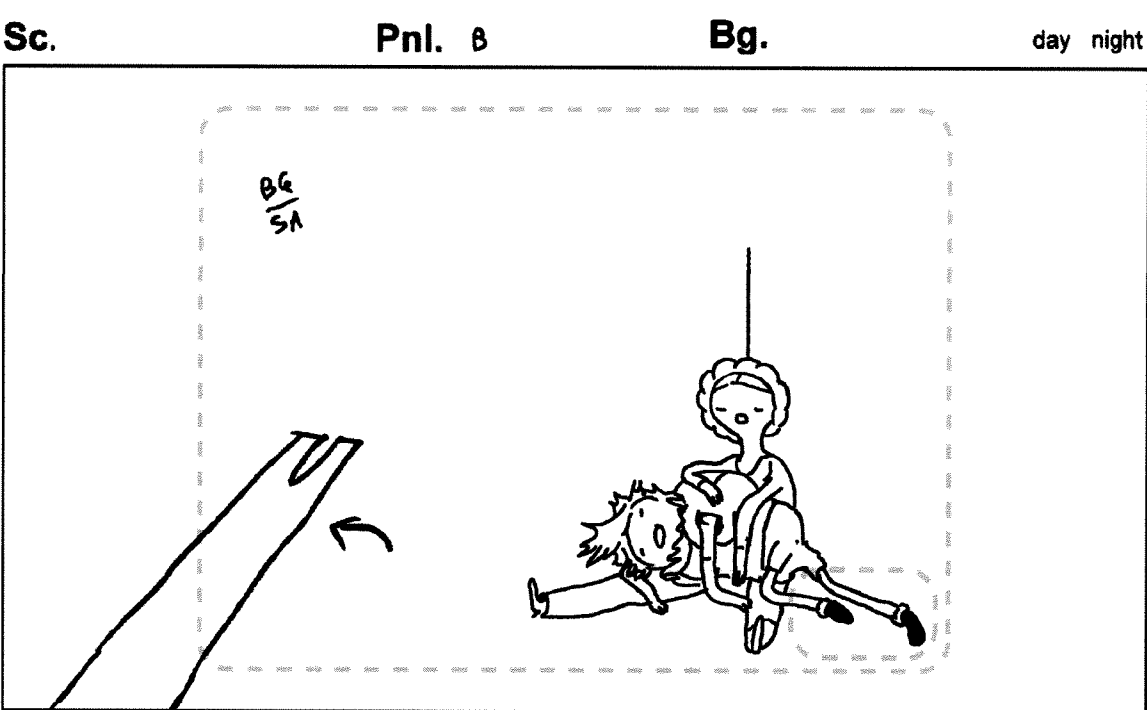
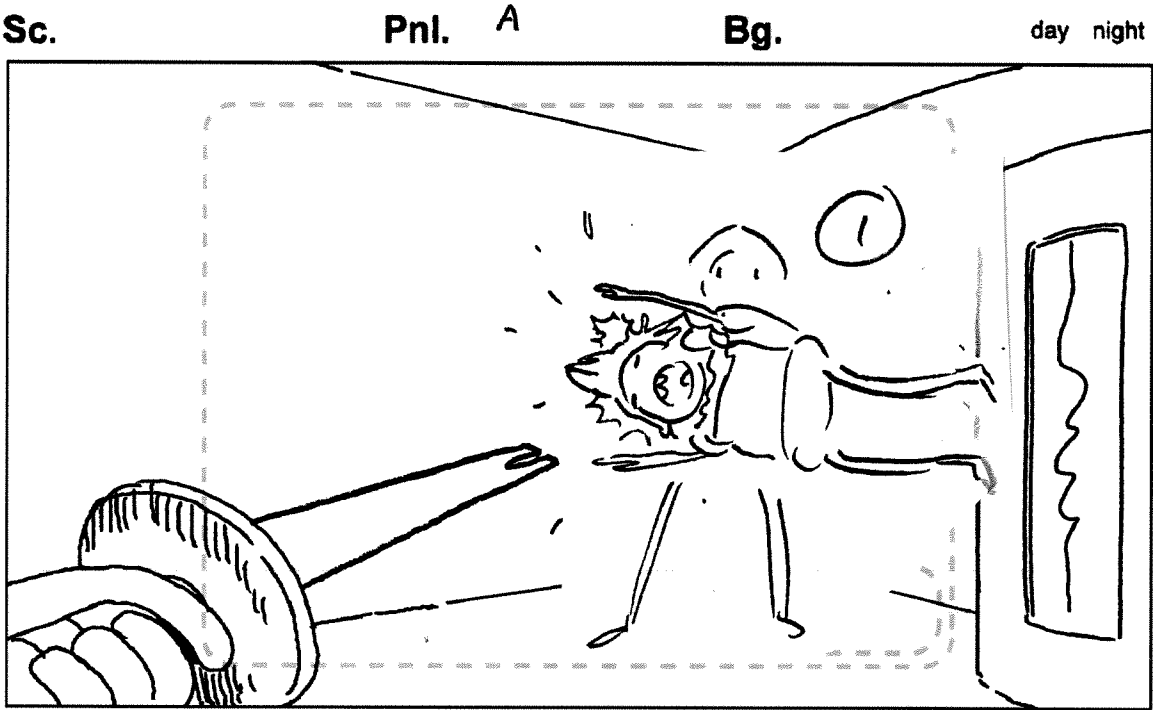
Dialog:	(L) 0000 H H ! ->
Action:	
Timing:	

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Production :

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# ADVENTURE TIME



Dialog:

Action:

Timing:



REG. SPEED

(PB)

(F) uhf-ugh

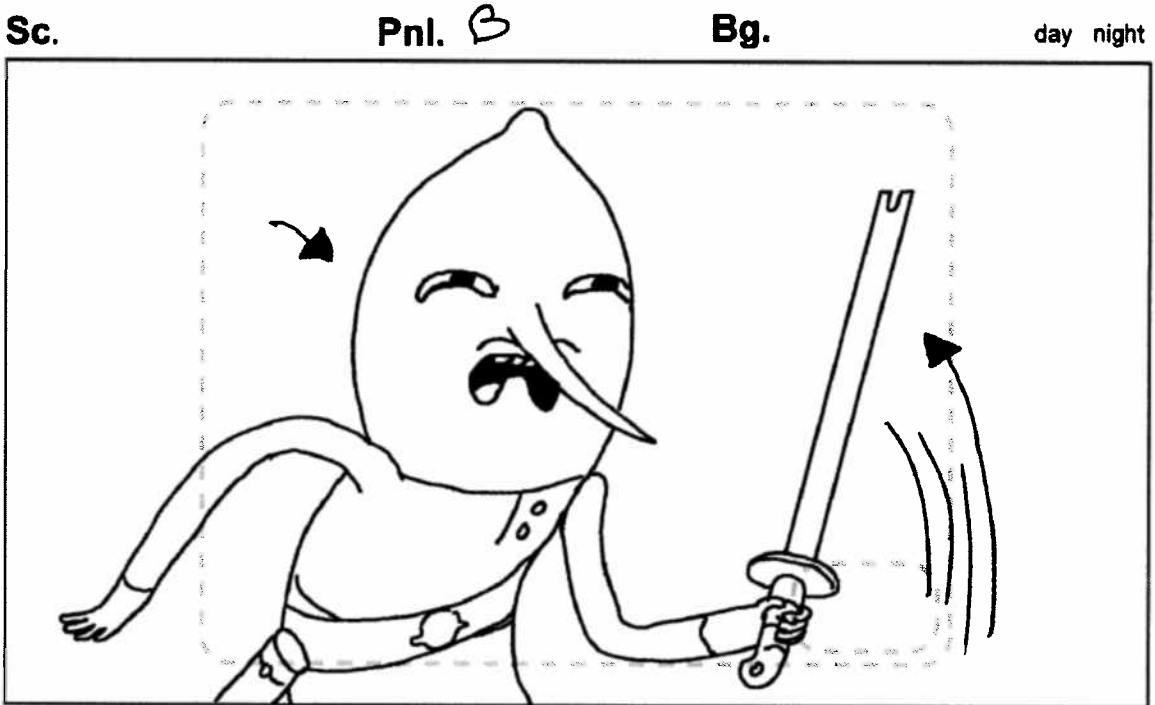
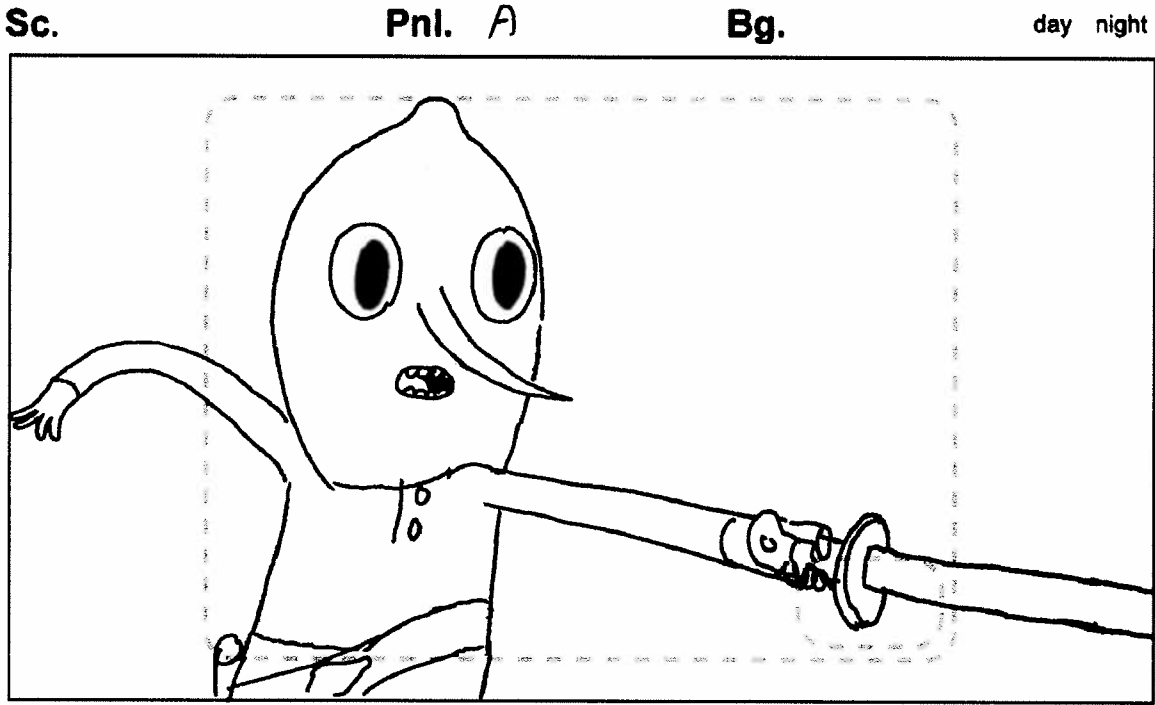
EPISODE # 100899

Production :



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# ADVENTURE TIME



Dialog:	(L:) What the hey?
Action:	
Timing:	

EPISODE # 100899

Production :

ADVENTURE TIME



Sc. Pnl. A Bg. day night

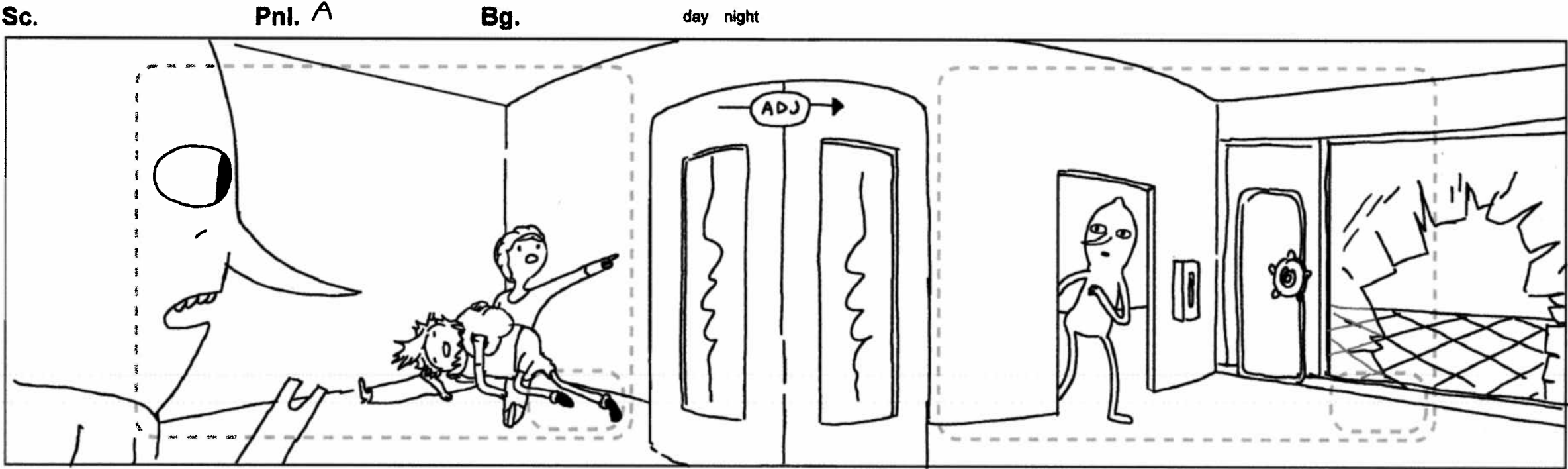
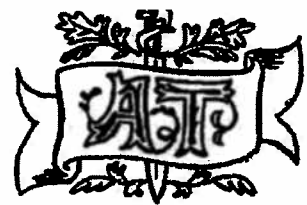
Sc. Pnl. Bg. day night

Dialog: (PB) ① Wait Lemongrab - ② look -

Action:

Timing:

ADVENTURE TIME



Dialog:	<div>LEMON GRAB 2</div> <div>o.s.</div> <div>hello?</div>	<div>L 92</div> <div>am I in the right room?</div>
Action:		
Timing:		

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# ADVENTURE TIME



Sc. Pnl. A Bg. day night

Sc. Pnl. A Bg. day night

Dialog: (L6) / EH? WHAT? WHO'S THIS RIGAMAROLE ? (L62) / ... I'm Lemongrab.

Action:

Timing:

EPISODE # 100899

Production :

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# ADVENTURE TIME



Sc. Pnl. A Bg. day night

Sc. Pnl. A Bg. day night

Dialog:

LG: Oh...

PB/ I MADE HIM FOR YOU...  
IN YOUR PANTRY...

Action:

Timing:

EPISODE# 100899

Production :

ADVENTURE TIME



Sc. Pnl. A Bg. day night

Sc. Pnl. A Bg. day night

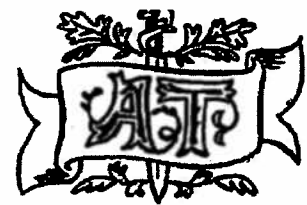
Dialog: (PB) FOR YOU TO BE WITH. (L:) Two Lemongrabs?

Action:

Timing:

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# ADVENTURE TIME



Sc. Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

Dialog:  

(L): mm...

Action:

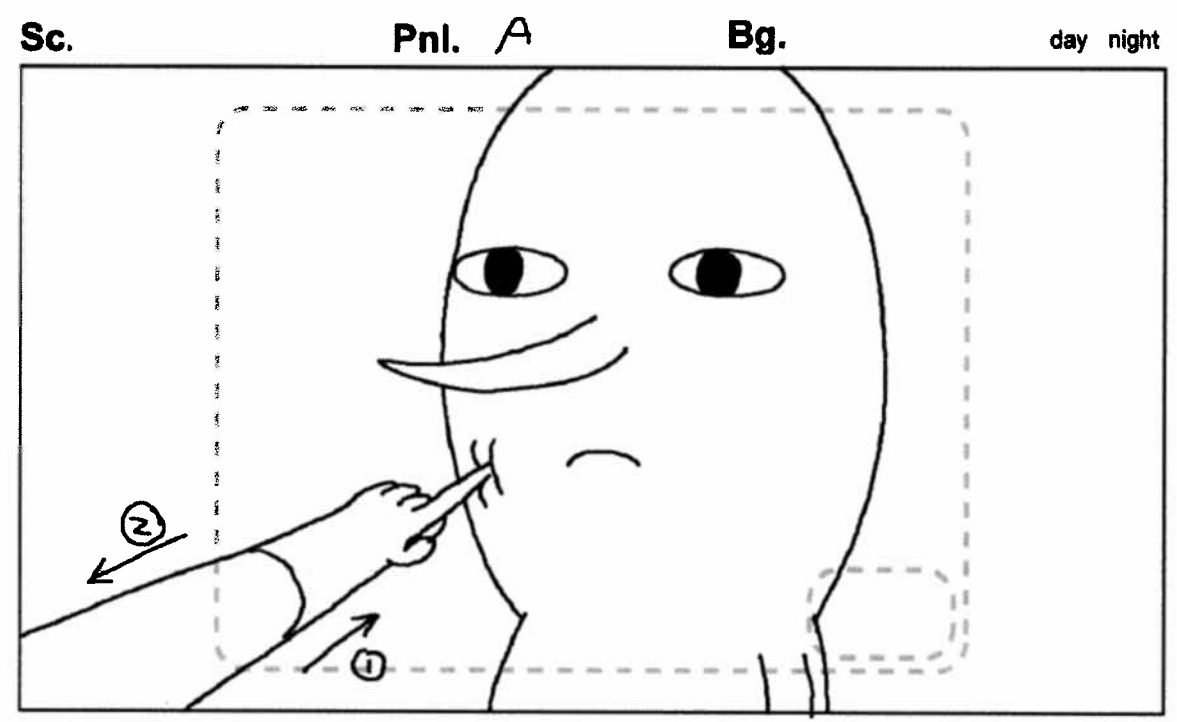
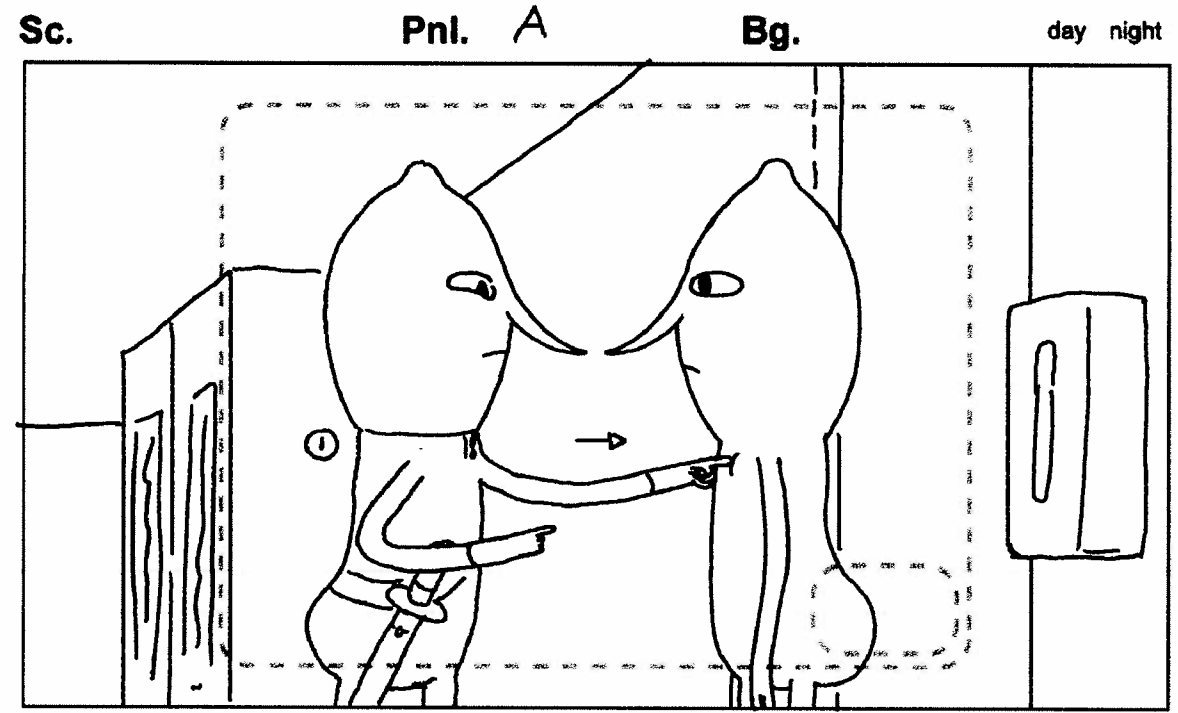
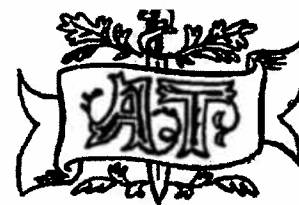
Timing:

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Production :

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# ADVENTURE TIME



Dialog:		
Action:		
Timing:		

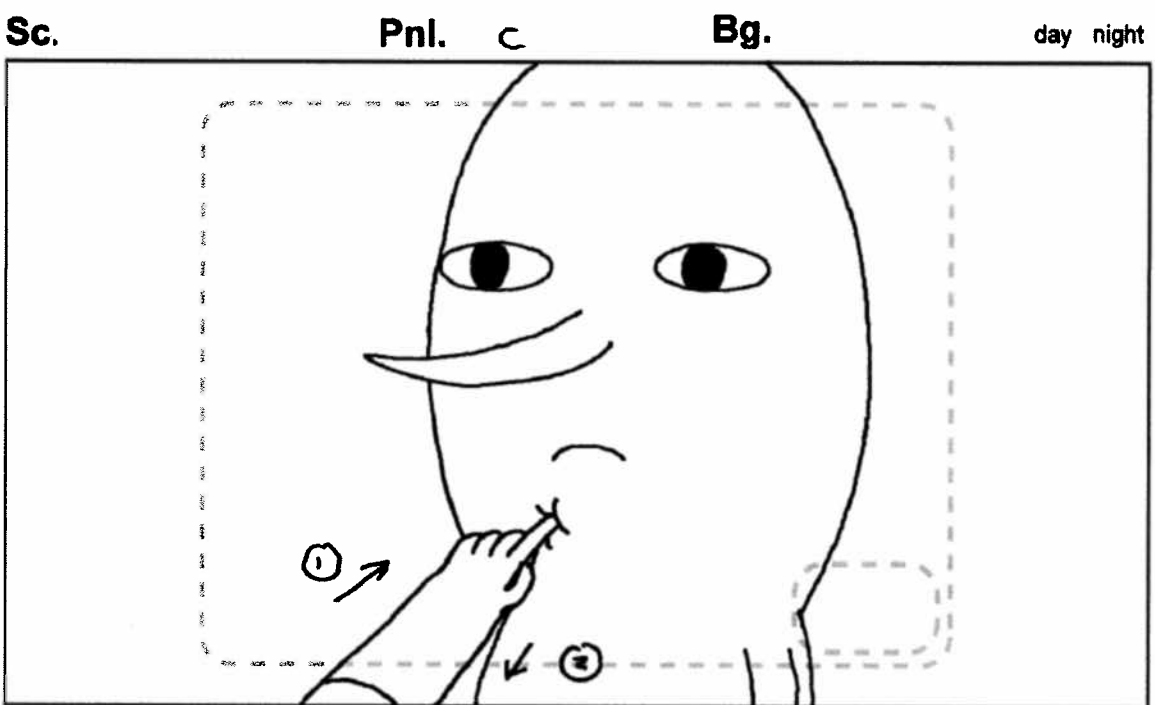
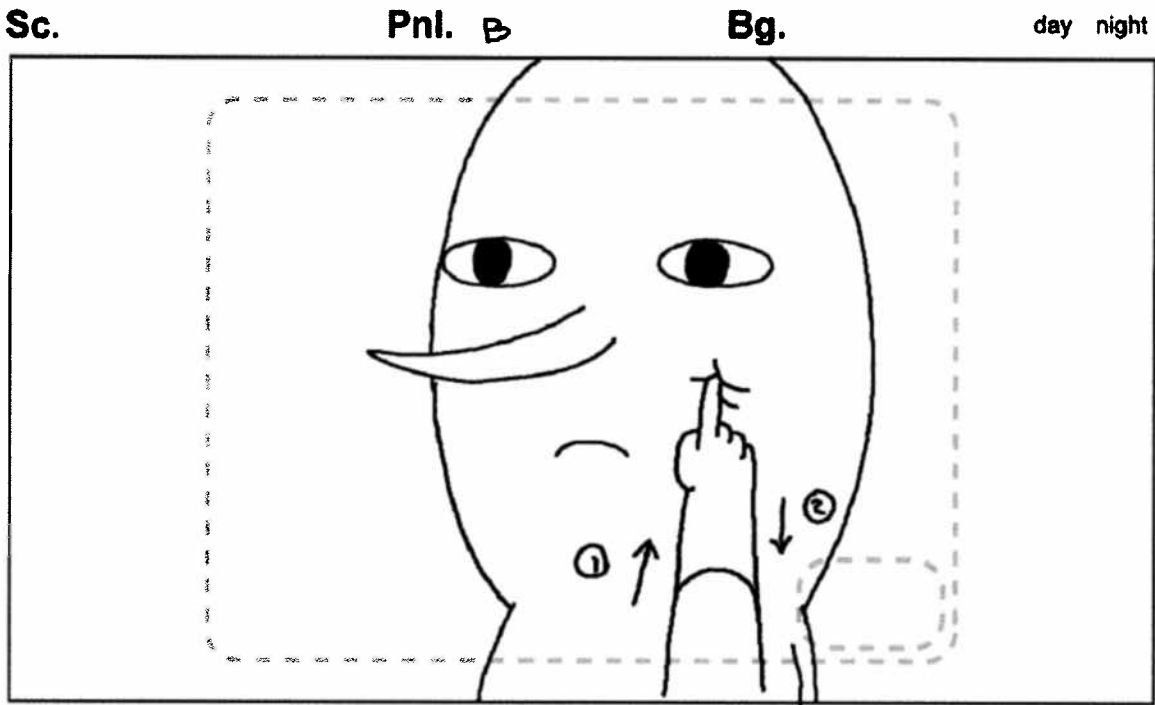
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Production :



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# ADVENTURE TIME



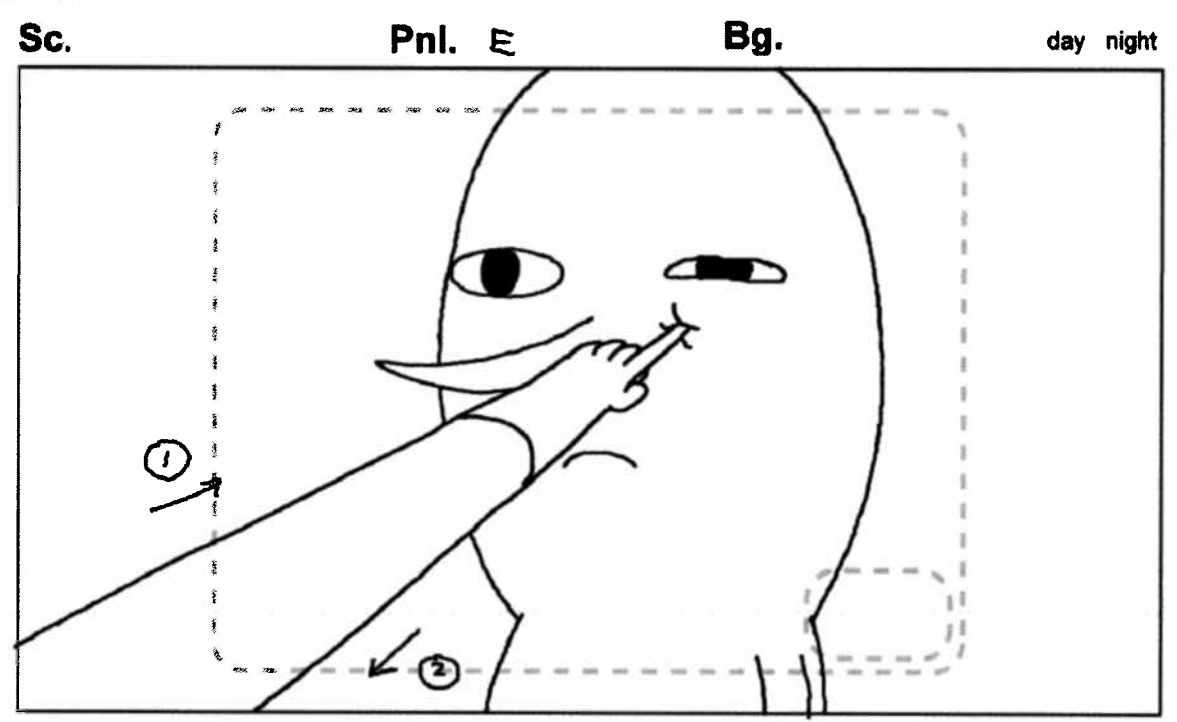
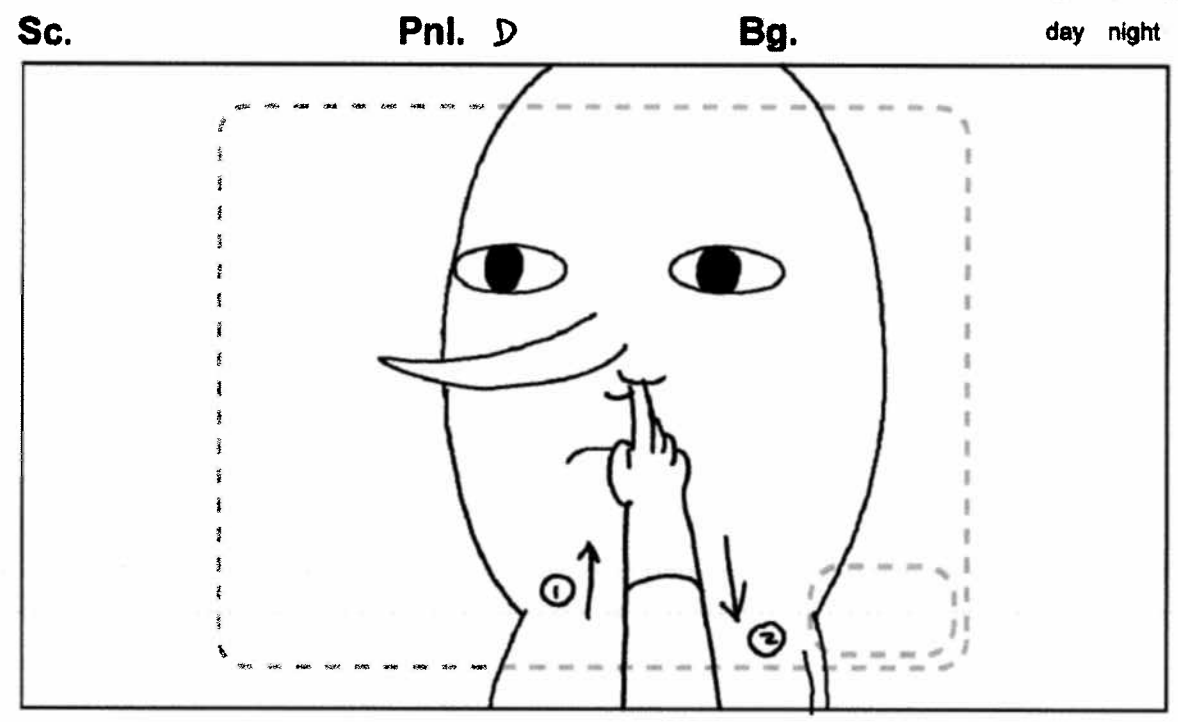
Dialog:
Action:
Timing:

EPISODE # 100899

Production :

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# ADVENTURE TIME



Dialog:
Action:
Timing:

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Production :

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# ADVENTURE TIME



Sc. Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

Dialog:

②

③

Action

④

Timin

Repeat cycle if necessary

②

③

④

Repeat cycle if necessary

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ADVENTURE TIME



Sc. Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

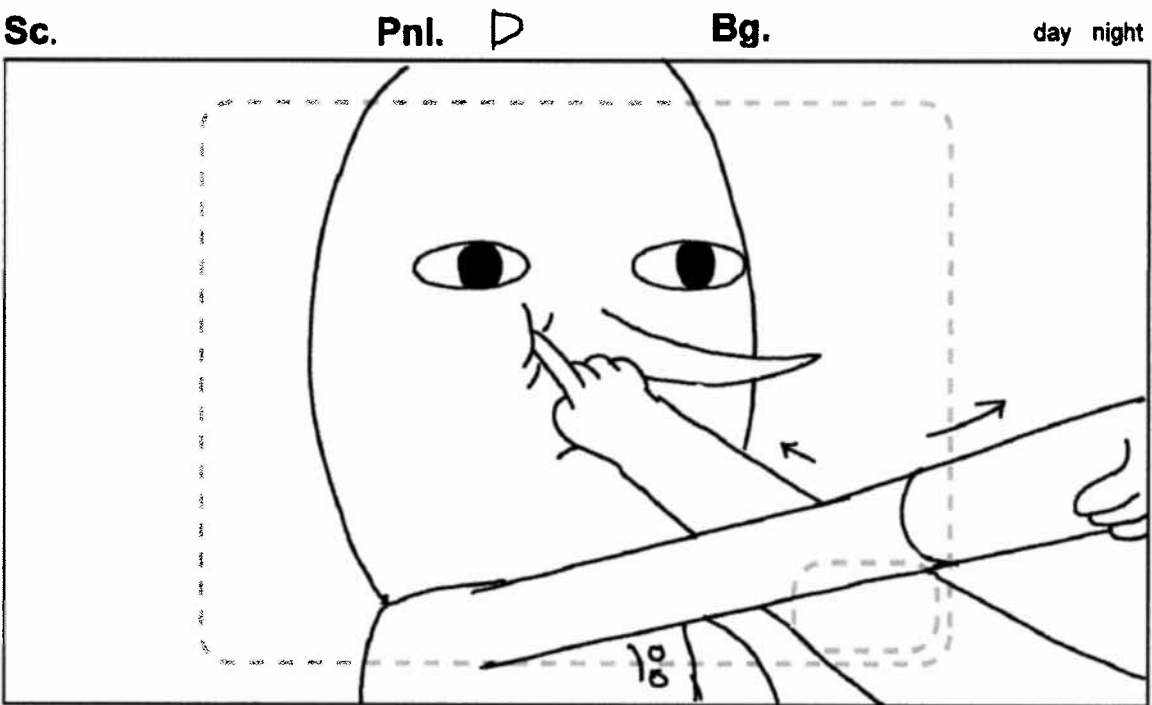
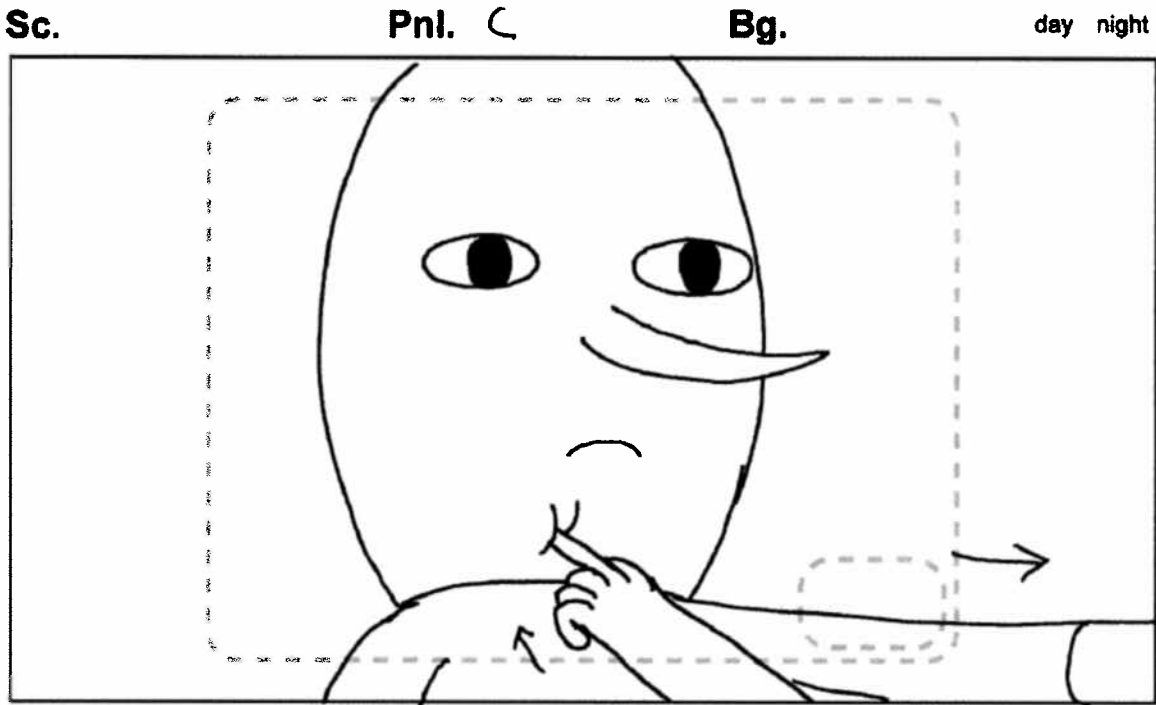
Dialog:
Action:
Timing:

EPISODE # 100899

Production :

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# ADVENTURE TIME



Dialog:
Action:
Timing:

EPISODE # 100899

Production :

ADVENTURE TIME



Sc. Pnl. E Bg. day night

Sc. Pnl. F Bg. day night

Dialog:	(LG) / mmm...	(LG) / Yeah okay.
Action:		
Timing:		

EPISODE# 100899

Production :

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# ADVENTURE TIME



Sc. Pnl. A Bg. day night

Sc. Pnl. Bg. day night

Dialog:  

LG2 / Yeah. Two Lemongrabs.

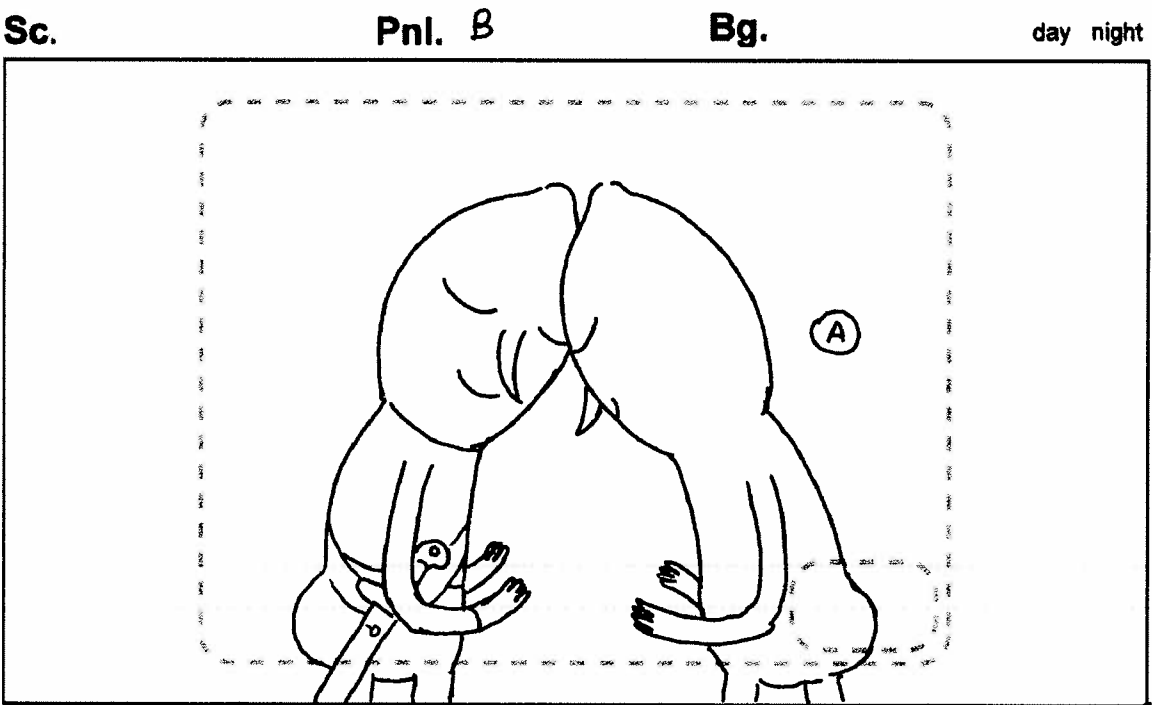
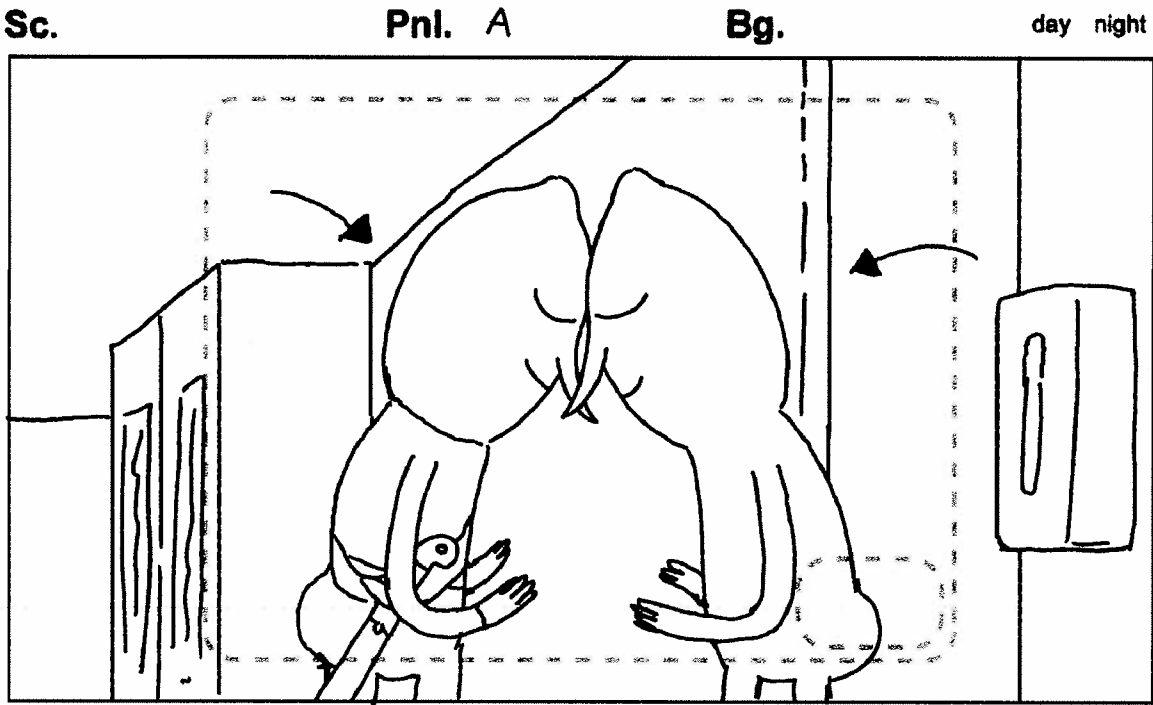
Action:

Timing:

EPISODE # 100899

Production :

ADVENTURE TIME



Dialog:

LG'S / mmm -

Action:

Timing:

LG'S / \* NUZZLE NOISES \*

B

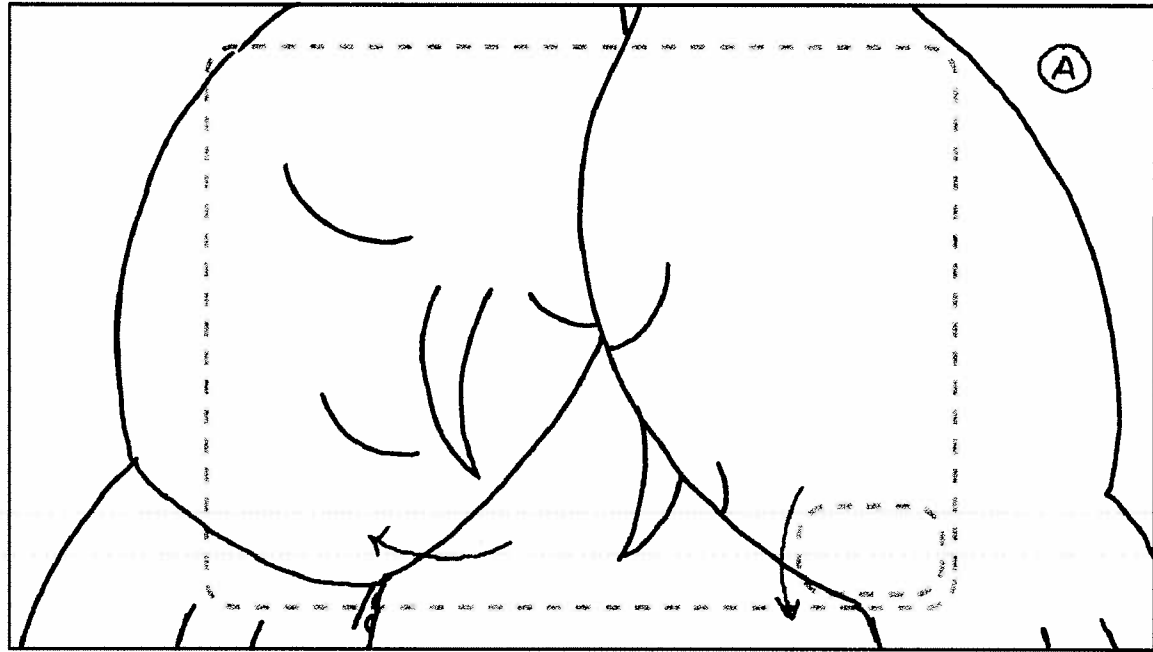
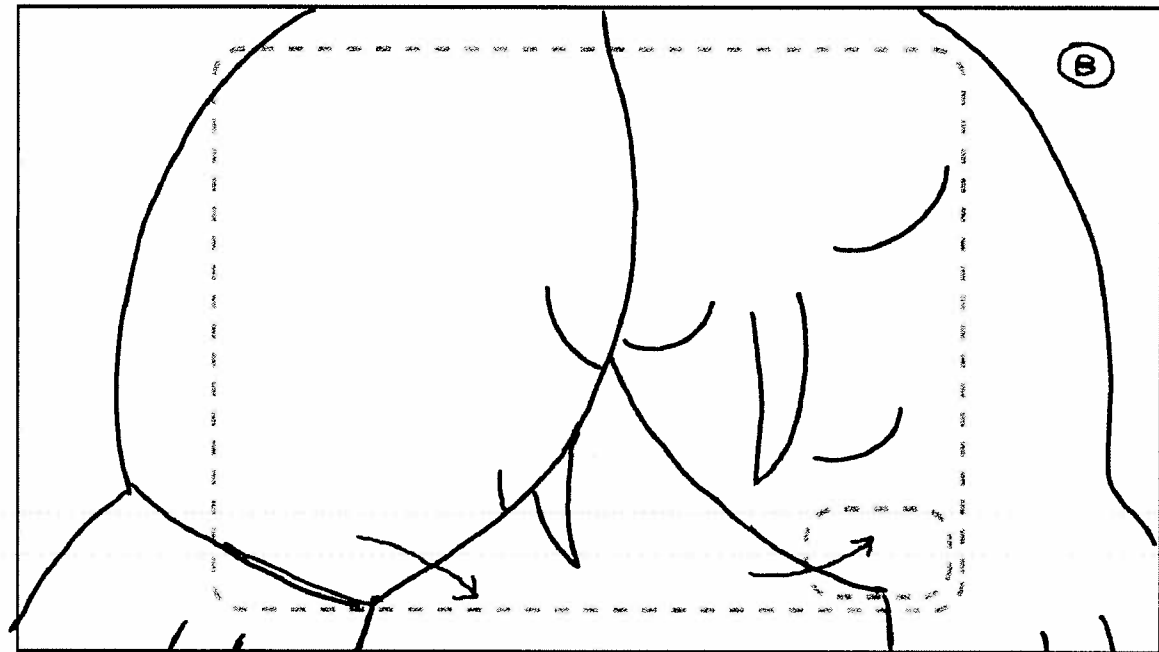
A B CYCLE



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# ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
<div><div></div><div></div></div>									

Dialog:
<p>(LG'S) / * NUZZLE NOISES *</p>
Action:
<p>(A) (B) cycle</p>
Timing:

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ADVENTURE TIME



Sc. Pnl. A Bg. day night

Sc. Pnl. Bg. day night

Dialog:  
LG 2 / ALL IN FAVOR OF  
PARDONING THE PRISONERS ?

Action:

Timing:

EPISODE # 100899

Production :

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# ADVENTURE TIME



Sc.	Pnl.	B	Bg.	day	night	Sc.	Pnl.	C	Bg.	day	night

Dialog:	(LG 1) / AYE	(LG 2) / PARDONS FOR ALL!
Action:		
Timing:		

EPISODE # 100899

Production :

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ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:
BLOMBO / YEESSS!
Action:
Timing:

EPISODE # 100899

Production :

ADVENTURE TIME

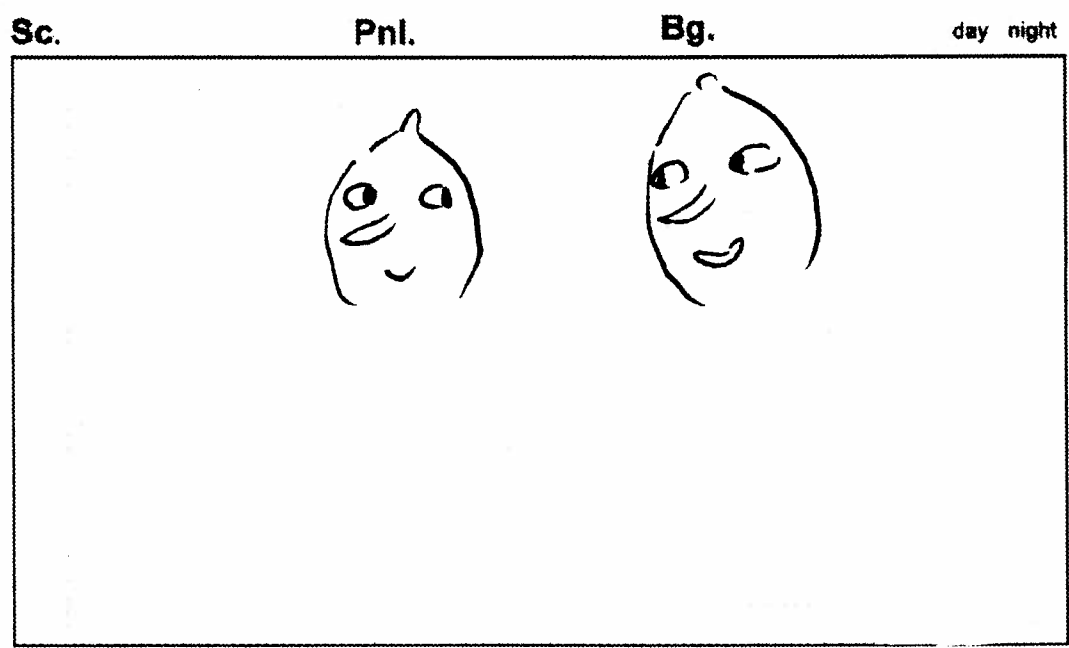
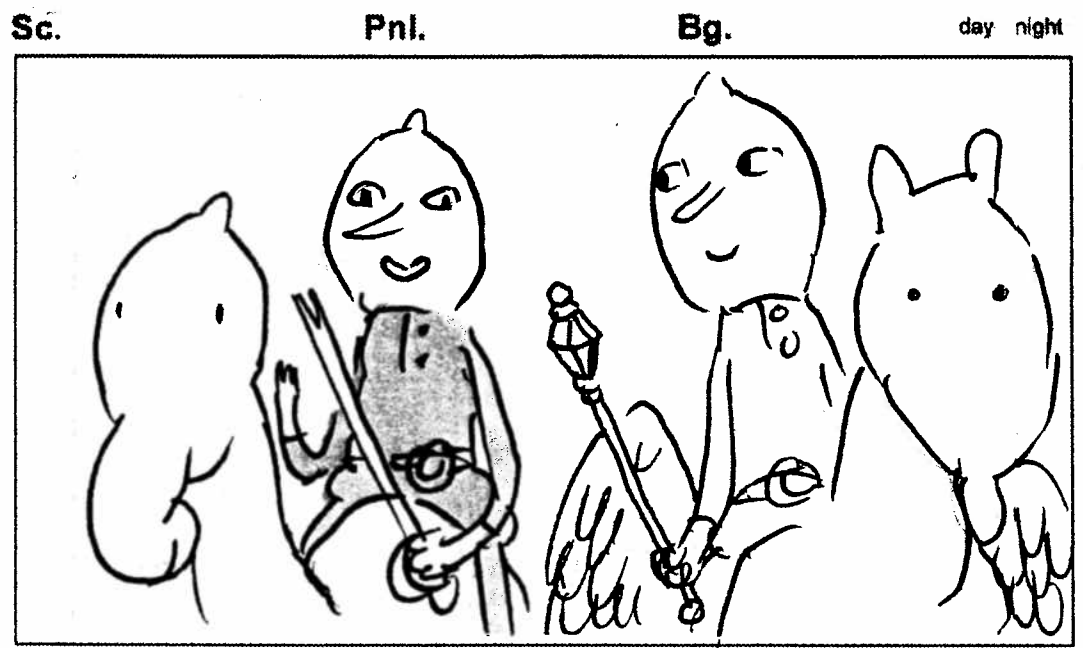


Sc.	Pnl. A	Bg.	day night	Sc.	Pnl. A	Bg.	day night	

Dialog:	(WALLA) / GOODBYE LEMON GRABS GOODBYE!	(PB) Y'ALL TAKE GOOD CARE, OKAY ?
Action:		
Timing:		

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ADVENTURE TIME



Dialog:

Dialog:	LG1 / YES YES - INDEED HAHA! "A LEMON GIVES BY TAKING"	LG2 / "AND CARES BY YELLING"
Action:		
Timing:		

EPISODE # 100899

Production :

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# ADVENTURE TIME



Sc. Pnl. Bg. day night

Sc. Pnl. Bg. day night

Dialog:

Dialog:  
① LG1 MM.  
② LG2 MM.

Action:

Timing:

EPISODE # 100899

Production :

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# ADVENTURE TIME



Sc. Pnl. A Bg. day night

Sc. Pnl. B Bg. day night

Dialog:	LG 1 / WELL, OKAY, STOP BY ANYTIME.	LG 2 / BUT CALL FIRST.
Action:		
Timing:		

EPISODE # 100899

Production :



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ADVENTURE TIME



Sc. Pnl. C Bg. day night

Sc. Pnl. D Bg. day night

Dialog:	LG 1 / YES CALL FIRST.	LG 2 / OKAY GOODBYE
Action:		
Timing:		

ADVENTURE TIME



Sc.	Pnl.	Ε	Bg.	day	night	Sc.	Pnl.	Bg.	day	night

Dialog:	LG1 / YES GOODBYE.
Action:	
Timing:	